

STAR TREK™

A Game For Roleplaying

Adventures in the original series as was, back when



240420.01

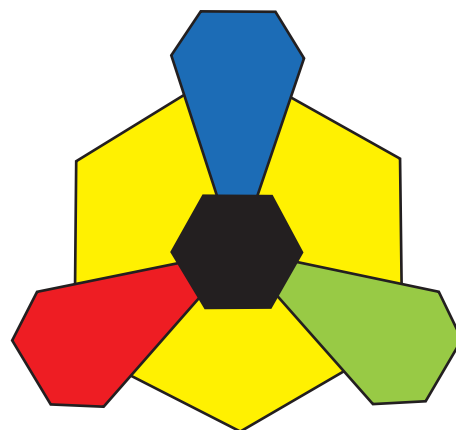
GM EYES ONLY

Campaign

NPC ROSTER: ADVERSARIES I



4 Gorn
8 Klingons
8 Romulans
5 Generic



Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREKTM
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023



21st Century
**HOUSE
RULES**
for 23rd Century Gaming

Design and layout are ©2024 mine.
Permission to Copy. No permission to profit.

[illegible]

Name

Personal Notes and Lifepath

Homeworld

Gorn do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20
1 - 3 Lucky Dog/ Headaches
4 - 7 Friends & Enemies
8 - 0 Nihil Nada

Lifepath
Academy
Test
Term

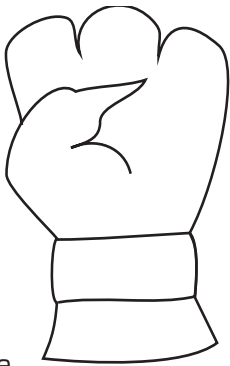
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Areas of Improvement	
Skills	Attribute

- 1.
- 2.
- 3.

Gorn Warrior



NAME

Age
Ht
Wt
Birthplace

Schools A=Assault, C =Cmd, D =Dept Head										Name																																																					
Battlecruiser										Branch																																																					
Expeditionary																																																															
Garrison																																																															
Consolidization																																																															
Merchants										Rank																																																					
Base																																																															
Instrct										Assign																																																					
DUR																																																															
1																																																															
Test										Notes																																																					
Term 1																																																															
Term 2																																																															
Term 3																																																															
Term 4																																																															
Term 5																																																															
Term 6																																																															
Term 7																																																															
Term 8																																																															
Term 9																																																															
Term 10																																																															
24042000																																																															
STR		END		INT		DEX		CHA		COOL		LUC		PSI																																																	
FOOLIES ((CHA+COOL)/2) round down -10				PERCEPTION ((INT+LUC)/2) round down				FOCUS ((INT+COOL)/2) round down				PERSEVERANCE ((END+LUC)/2) round down+10				((INT+LUC)/2) round down+10																																															
Administration.....																Disguise.....																Meteorology																ST Wpns Tech															
Anthrop.....																Ecology.....																Negot/Diplomacy																Stealth/Hide															
																Electronics																Oceanography.....																Streetwise															
Appraisal.....																Enviosuit Op.....																Pers Wpn Tech																Survival.....															
																Forgery.....																Philosophy.....																															
Archaeo.....																Gaming.....																																Torture															
																Gambling.....																Physics.....																Track/Evade															
Astron/Astrophys.																Geology.....																Psych.....																Trade & Comm ...															
Biology.....																Gorn History.....																																Transporter Op ...															
Botany																Gorn Law.....																Scrounge																Transporter Tech.															
Bribery.....																History.....																Shuttle Pilot																Trivia.....															
Burglary																																Shuttle Sys Tech...																															
Chemistry.....																Holotechnology....																Sm Equip Tech																Variable-G Op															
Combat H-T-H.....																Instruction																Sm Unit Tactics....																Vehicle Op.....															
Marks, Modern.....																Interrogation																Sports.....																															
Armed.....																Intimidate.....																																Warp Drive Tech .															
Armed.....																Lang.....																ST Cbt Tac/Str.....																Zoology															
Archaic.....																																ST Comm Proc.....																															
Archaic.....																Law																ST Comm Tech																															
Computer Op.....																																ST Engineering																															
Computer Tech.....																Leadership																ST Helm.....																															
Culture.....																Life Support Tech.....																ST Navigation.....																															
																Materials Science.....																ST Security.....																															
Damage Ctrl Proc.																Mechanics.....																ST Sensors.....																															
Def Shield Tech.....																Medicine.....																ST Services																															
Demolitions.....																																ST Weapons Op....																															

ACTION POINTS	COLOSSUS	NATURAL CURRENT SAVE @ (END 1/2) rd (DEX loss = 2/1) SAVE (END 1/4) rd (DEX loss = 4/1) UNC (END 1/10) rd	WOUND FATIGUE STUN	LUC POOL	PSI VECTOR (((INT+CHA+PSI)/3) RD)
1				NATURAL	
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					

Temperature Ideal: Outside 10°, AP costs x2
 Temperature Ideal: Outside 20°, AP costs x4
 Temperature Ideal: Outside 30°, AP costs x8

ACTION POINT TABLE [Icon] = OPPORTUNITY ACTION

POSITION CHANGE	
[Icon] Turn in Place	2
Stand-to-Sit (reverse)	2
[Icon] Stand-to-Kneel (reverse)	2
[Icon] Kneel-to-Prone (reverse)	2
MOVEMENT	
Walk 1sq Orthogonal	2
Diagonal	3
Evade 1sq Orthogonal	4
Diagonal	6
Crawl 1sq Orthogonal	4
Diagonal	6
Run for Full Turn	All AP
Climb Stairs/Ladder	4x AP
Climb Rope	6x AP
Swim	4x AP
EQUIPMENT/WEAPON USAGE	
[Icon] Short Communication	2
Draw and Ready Device	4
[Icon] Operate Familiar Device	4
Draw and Ready Weapon	4
Aim Weapon	4
[Icon] Quick Draw and Fire	6
[Icon] Fire Ready Weapon	2
[Icon] Throw Ready Weapon	2
Adjust Weapon Settings	4
Reload Weapon	4
COMBAT/EVASION	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive-to-Prone	2
Dive Roll	4
Flying Tackle	min. 4
TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern H-T-H	PER SETTING

TO-HIT MODIFIERS

TARGET MODIFIERS	DIE MOD
RANGE	
Point Blank	- 15
Short	0
Medium	+ 15
Long	+30
Extreme	+45
Size	
Specific Location	+ 15
Very Small	+30
Small	+ 15
Man-size	0
Large	- 15
Position	
Standing	0
Crouched	+05
Prone	- 10
Concealment	
< 1/3	0
1/3 - 2/3	+ 10
2/3+	+30 or more
Movement	
Stationary	- 15
Moving	0
Running	+05

Attacker Modifiers

Aim	
Aimed Shot	- 25
Snapshot	0
Quick Draw/Shoot	+25
Wrong Hand	+20
Simultaneous Attacks + 10 each	
Movement	
Stationary	0
Moving	+05
Running	+ 15
Evading	+30

HEGEMONY DATABANK

GORN INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
POB	SEX	END	1.	
SPECIALTY	HT	INT	2.	
RANK/TITLE	WT	DEX	3.	
CURRENT ASSIGNMENT	HAIR	CHA	4.	
	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N	Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N
		PSI	Assault Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F	

SERVICE RECORD

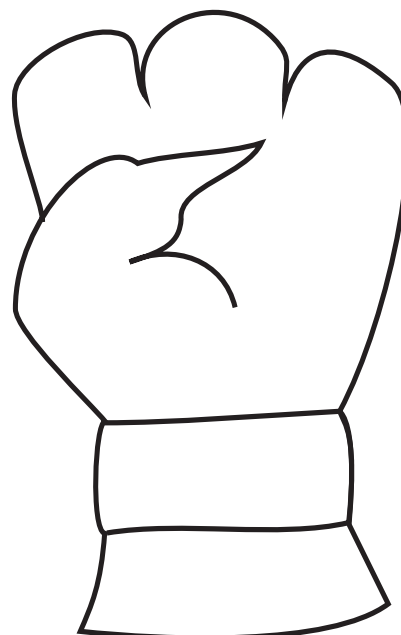
NOTES

ASSIGNMENTS

_____ YEARS SERVED

- TEST
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14

240420.00



Name

Personal Notes and Lifepath

Homeworld

Gorn do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20
1 - 3 Lucky Dog/ Headaches
4 - 7 Friends & Enemies
8 - 0 Nihil Nada

Lifepath
Academy
Test
Term

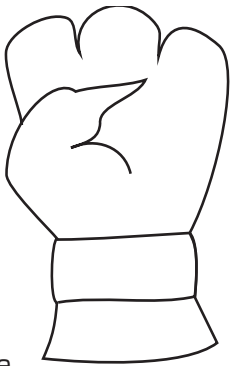
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Areas of Improvement
Skills Attribute

- 1.
- 2.
- 3.

Gorn Warrior



NAME

Age
Ht
Wt
Birthplace

		Schools A=Assault, C =Cmd, D =Dept Head							Name								
		Battlecruiser							Branch								
		Expeditionary															
		Garrison															
		Consolidization															
		Merchants							Rank								
		Base															
ACTIVE DUTY		Instruct															
Test		DUR							Assign								
Term 1		1															
Term 2									Notes								
Term 3																	
Term 4																	
Term 5																	
Term 6																	
Term 7																	
Term 8																	
Term 9																	
Term 10																	
		24042000															
STR		END		INT		DEX		CHA		COOL		LUC		PSI			
FOOLIES ((CHA+COOL)/2) round down -10				PERCEPTION ((INT+LUC)/2) round down				FOCUS ((INT+COOL)/2) round down				PERSEVERANCE ((END+LUC)/2) round down+10				((INT+LUC)/2) round down+10	

- | | | | |
|--------------------------|------------------------|-----------------------|---------------------|
| Administration..... | Disguise..... | Meteorology | ST Wpns Tech |
| Anthrop..... | Ecology..... | Negot/Diplomacy | Stealth/Hide |
| | Electronics | Oceanography..... | Streetwise |
| Appraisal..... | Enviosuit Op..... | Pers Wpn Tech | Survival..... |
| | Forgery..... | Philosophy..... | |
| Archaeo..... | Gaming..... | | Torture |
| | Gambling..... | Physics..... | Track/Evade |
| Astron/Astrophys. | Geology..... | Psych..... | Trade & Comm ... |
| Biology..... | Gorn History..... | | Transporter Op ... |
| Botany | Gorn Law..... | Scrounge | Transporter Tech. |
| Bribery..... | History..... | Shuttle Pilot | Trivia..... |
| Burglary | | Shuttle Sys Tech... | |
| Chemistry..... | Holotechnology.... | Sm Equip Tech | Variable-G Op |
| Combat H-T-H..... | Instruction | Sm Unit Tactics.... | Vehicle Op..... |
| Marks, Modern..... | Interrogation | Sports..... | |
| Armed..... | Intimidate..... | | Warp Drive Tech . |
| Armed..... | Lang..... | ST Cbt Tac/Str..... | Zoology |
| Archaic..... | | ST Comm Proc..... | |
| Archaic..... | Law | ST Comm Tech | |
| Computer Op..... | | ST Engineering | |
| Computer Tech..... | Leadership | ST Helm..... | |
| Culture..... | Life Support Tech..... | ST Navigation..... | |
| | Materials Science..... | ST Security..... | |
| Damage Ctrl Proc., | Mechanics..... | ST Sensors..... | |
| Def Shield Tech..... | Medicine..... | ST Services | |
| Demolitions..... | | ST Weapons Op.... | |

[illegible]

HEGEMONY DATABANK

GORN INFONET PUBLIC PERSONNEL RECORDS

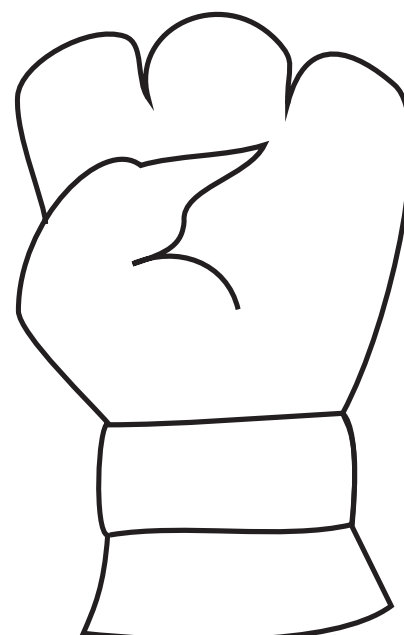
NAME	AGE	STR	TOP SKILLS	
POB	SEX	END	1.	
SPECIALTY	HT	INT	2.	
RANK/TITLE	WT	DEX	3.	
CURRENT ASSIGNMENT	HAIR	CHA	4.	
	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N	Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N
		PSI	Assault Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F	

SERVICE RECORD

NOTES

ASSIGNMENTS	_____ YEARS SERVED
TEST	
TERM 1	
TERM 2	
TERM 3	
TERM 4	
TERM 5	
TERM 6	
TERM 7	
TERM 8	
TERM 9	
TERM 10	
TERM 11	
TERM 12	
TERM 13	
TERM 14	

240420.00



Name

Personal Notes and Lifepath

Homeworld

Gorn do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20
1 - 3 Lucky Dog/ Headaches
4 - 7 Friends & Enemies
8 - 0 Nihil Nada

Lifepath
Academy
Test
Term

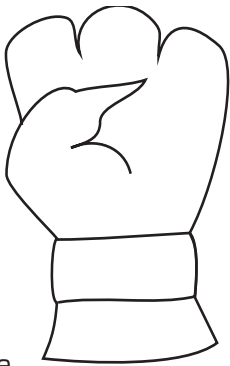
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Areas of Improvement	
Skills	Attribute

- 1.
- 2.
- 3.

Gorn Warrior



NAME

Age
Ht
Wt
Birthplace

		Schools A=Assault, C =Cmd, D =Dept Head							Name								
		Battlecruiser							Branch								
		Expeditionary															
		Garrison															
		Consolidization							Rank								
		Merchants															
		Base															
ACTIVE DUTY		Instruct							Assign								
Test		DUR															
		1															
Term 1									Notes								
Term 2																	
Term 3																	
Term 4																	
Term 5																	
Term 6																	
Term 7																	
Term 8																	
Term 9																	
Term 10																	
		24042000															
STR		END		INT		DEX		CHA		COOL		LUC		PSI			
FOOLIES ((CHA+COOL)/2) round down -10				PERCEPTION ((INT+LUC)/2) round down				FOCUS ((INT+COOL)/2) round down				PERSEVERANCE ((END+LUC)/2) round down+10				((INT+LUC)/2) round down+10	

- | | | | |
|--------------------------|------------------------|-----------------------|---------------------|
| Administration..... | Disguise..... | Meteorology | ST Wpns Tech |
| Anthrop..... | Ecology..... | Negot/Diplomacy | Stealth/Hide |
| | Electronics | Oceanography..... | Streetwise |
| Appraisal..... | Enviosuit Op..... | Pers Wpn Tech | Survival..... |
| | Forgery..... | Philosophy..... | |
| Archaeo..... | Gaming..... | | Torture |
| | Gambling..... | Physics..... | Track/Evade |
| Astron/Astrophys. | Geology..... | Psych..... | Trade & Comm ... |
| Biology..... | Gorn History..... | | Transporter Op ... |
| Botany | Gorn Law..... | Scrounge | Transporter Tech. |
| Bribery..... | History..... | Shuttle Pilot | Trivia..... |
| Burglary | | Shuttle Sys Tech... | |
| Chemistry..... | Holotechnology.... | Sm Equip Tech | Variable-G Op |
| Combat H-T-H..... | Instruction | Sm Unit Tactics.... | Vehicle Op..... |
| Marks, Modern..... | Interrogation | Sports..... | |
| Armed..... | Intimidate..... | | Warp Drive Tech . |
| Armed..... | Lang..... | ST Cbt Tac/Str..... | Zoology |
| Archaic..... | | ST Comm Proc..... | |
| Archaic..... | Law | ST Comm Tech | |
| Computer Op..... | | ST Engineering | |
| Computer Tech..... | Leadership | ST Helm..... | |
| Culture..... | Life Support Tech..... | ST Navigation..... | |
| | Materials Science..... | ST Security..... | |
| Damage Ctrl Proc., | Mechanics..... | ST Sensors..... | |
| Def Shield Tech..... | Medicine..... | ST Services | |
| Demolitions..... | | ST Weapons Op.... | |

1

2

3

4

5

6

7

8

9

10

11

12

13

Temperature Ideal: Outside 10°, AP costs x2

Temperature Ideal: Outside 20°, AP costs x4

Temperature Ideal: Outside 30°, AP costs x8

NATURAL

CURRENT

SAVE @
(END 1/2) rd

(DEX loss = 2/1)

SAVE
(END 1/4) rd

(DEX loss = 4/1)

UNC
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS
Re-calculate Action Point Totals as DEX drops from BND loss.

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

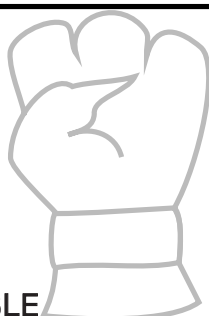
SKILL BONUS +

TOTAL =

LUC POOL

NATURAL


PSI VECTOR
(((INT+CHA+PSI)/3) RD










TO-HIT TABLE
(SKILL + DEX)/2=TOHIT DAMAGE

Modern	PER SETTING
H-T-H	

ACTION POINT TABLE

 = OPPORTUNITY ACTION

POSITION CHANGE		
 Turn in Place		2
Stand-to-Sit (reverse)		2
 Stand-to-Kneel (reverse)		2
 Kneel-to-Prone (reverse)		2
MOVEMENT		
Walk 1sq Orthogonal		2
Diagonal		3
Evade 1sq Orthogonal		4
Diagonal		6
Crawl 1sq Orthogonal		4
Diagonal		6
Run for Full Turn		All AP
Climb Stairs/Ladder		4x AP
Climb Rope		6x AP
Swim		4x AP
EQUIPMENT/WEAPON USAGE		
 Short Communication		2
Draw and Ready Device		4
 Operate Familiar Device		4
Draw and Ready Weapon		4
Aim Weapon		4
Quick Draw and Fire		6
Fire Ready Weapon		2
 Throw Ready Weapon		2
Adjust Weapon Settings		4
Reload Weapon		4
COMBAT/EVASION		
Attack	min. 3	
Parry/Defend	min. 2	
Dodge	min. 3	
Duck Thrown Weapon		2
Hide in Same Square		1
Hide in Adjacent Square		4
Roll Sideways		2
Drop-to-Ready		1
Drop-to-Prone		0
Dive-to-Prone		2
Dive Roll		4
 Flying Tackle	min. 4	
TERRAIN MULTIPLIERS		
Clear, Road or Path		1x AP
Hills, Light Vegetation		2x AP
Swampy, Rocky, Hvy Veg		3x AP
Cliffs, Rough Terrain		2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS	DIE MOD
RANGE	
Point Blank	- 15
Short	0
Medium	+ 15
Long	+30
Extreme	+45
Size	
Specific Location	+ 15
Very Small	+30
Small	+ 15
Man-size	0
Large	- 15
Position	
Standing	0
Crouched	+05
Prone	- 10
Concealment	
< 1/3	0
1/3 - 2/3	+ 10
2/3+	+30 or more
Movement	
Stationary	- 15
Moving	0
Running	+05

Attacker Modifiers

Aim	
Aimed Shot	- 25
Snapshot	0
Quick Draw/Shoot	+25
Wrong Hand	+20
Simultaneous Attacks	+ 10 each
Movement	
Stationary	0
Moving	+05
Running	+ 15
Evading	+30

240420.00

HEGEMONY DATABANK

GORN INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
POB	SEX	END	1.	
SPECIALTY	HT	INT	2.	
RANK/TITLE	WT	DEX	3.	
CURRENT ASSIGNMENT	HAIR	CHA	4.	
	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N	Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N
		PSI	Assault Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F	

SERVICE RECORD

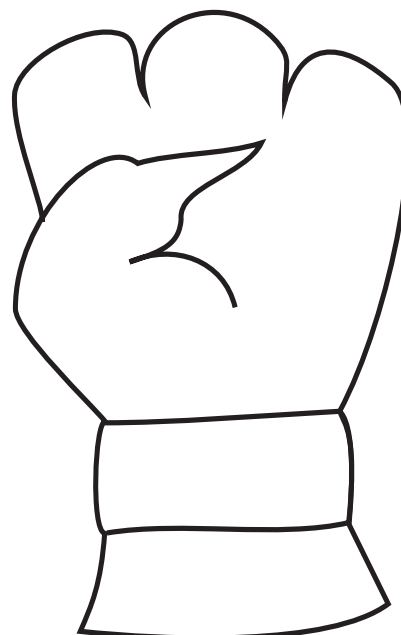
NOTES

ASSIGNMENTS

_____ YEARS SERVED

- TEST
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14

240420.00



Name

Personal Notes and Lifepath

Homeworld

Gorn do not have Family, Status, Parents, Siblings or Romance in the Lifepath sense.

Lifepath Table Replaces Book 4, p.20
1 - 3 Lucky Dog/ Headaches
4 - 7 Friends & Enemies
8 - 0 Nihil Nada

Lifepath
Academy
Test
Term

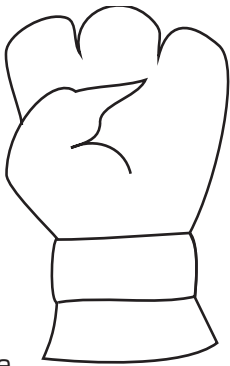
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Areas of Improvement
Skills Attribute

- 1.
- 2.
- 3.

Gorn Warrior



NAME

Age
Ht
Wt
Birthplace

		Schools A=Assault, C =Cmd, D =Dept Head							Name	
		Battlecruiser							Branch	
		Expeditionary								
		Garrison								
		Consolidization								
		Merchants							Rank	
		Base								
ACTIVE DUTY		Instruct								
Test		DUR							Assign	
Term 1		1							Notes	
Term 2										
Term 3										
Term 4										
Term 5										
Term 6										
Term 7										
Term 8										
Term 9										
Term 10										
		24042000								

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -10		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+10	

Administration.....	Disguise.....	Meteorology	ST Wpns Tech
Anthrop.....	Ecology.....	Negot/Diplomacy	Stealth/Hide
.....	Electronics	Oceanography.....	Streetwise
Appraisal.....	Enviosuit Op.....	Pers Wpn Tech	Survival.....
.....	Forgery.....	Philosophy
Archaeo.....	Gaming.....	Torture
.....	Gambling.....	Physics.....	Track/Evade
Astron/ Astrophys.	Geology.....	Psych	Trade & Comm ...
Biology.....	Gorn History.....	Transporter Op ...
Botany	Gorn Law.....	Scrounge	Transporter Tech.
Bribery.....	History.....	Shuttle Pilot	Trivia.....
Burglary	Shuttle Sys Tech...
Chemistry.....	Holotechnology....	Sm Equip Tech	Variable-G Op
Combat H-T-H.....	Instruction	Sm Unit Tactics....	Vehicle Op.....
Marks, Modern.....	Interrogation	Sports.....
..... Armed.....	Intimidate.....	Warp Drive Tech .
..... Armed.....	Lang.....	ST Cbt Tac/Str.....	Zoology
..... Archaic.....	ST Comm Proc.....
..... Archaic.....	Law	ST Comm Tech
Computer Op.....	ST Engineering
Computer Tech.....	Leadership	ST Helm.....
Culture.....	Life Support Tech.....	ST Navigation.....
.....	Materials Science.....	ST Security.....
Damage Ctrl Proc.....	Mechanics.....	ST Sensors.....
Def Shield Tech.....	Medicine.....	ST Services
Demolitions.....	ST Weapons Op....

1

2

3

4

5

6

7

8

9

10

11

12

13

Temperature Ideal: Outside 10°, AP costs x2

Temperature Ideal: Outside 20°, AP costs x4

Temperature Ideal: Outside 30°, AP costs x8

NATURAL

CURRENT

SAVE @
(END 1/2) rd

(DEX loss = 2/1)

SAVE
(END 1/4) rd

(DEX loss = 4/1)

UNC
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS
Re-calculate Action Point Totals as DEX drops from BND loss.

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

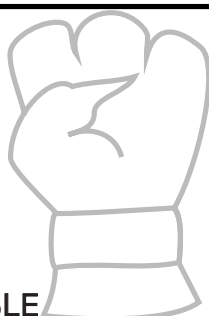
SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR
(((INT+CHA+PSI)/3) RD



ACTION POINT TABLE

=OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place

2

Stand-to-Sit (reverse)

2

Stand-to-Kneel (reverse)

2

Kneel-to-Prone (reverse)

2

MOVEMENT

Walk 1sq Orthogonal

2

Diagonal

3

Evade 1sq Orthogonal

4

Diagonal

6

Crawl 1sq Orthogonal

4

Diagonal

6

Run for Full Turn

All AP

Climb Stairs/Ladder

4x AP

Climb Rope

6x AP

Swim

4x AP

EQUIPMENT/WEAPON USAGE

Short Communication

2

Draw and Ready Device

4

Operate Familiar Device

4

Draw and Ready Weapon

4

Aim Weapon

4

Quick Draw and Fire

6

Fire Ready Weapon

2

Throw Ready Weapon

2

Adjust Weapon Settings

4

Reload Weapon

4

COMBAT/EVASION

Attack

min. 3

Parry/Defend

min. 2

Dodge

min. 3

Duck Thrown Weapon

2

Hide in Same Square

1

Hide in Adjacent Square

4

Roll Sideways

2

Drop-to-Ready

1

Drop-to-Prone

0

Dive-to-Prone

2

Dive Roll

4

Flying Tackle

min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path

1x AP

Hills, Light Vegetation

2x AP

Swampy, Rocky, Hvy Veg

3x AP

Cliffs, Rough Terrain

2x-4x AP

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

HEGEMONY DATABANK

GORN INFONET PUBLIC PERSONNEL RECORDS

NAME	AGE	STR	TOP SKILLS	
POB	SEX	END	1.	
SPECIALTY	HT	INT	2.	
RANK/TITLE	WT	DEX	3.	
CURRENT ASSIGNMENT	HAIR	CHA	4.	
	EYES	COOL	5.	
	D.O.B.	LUC	Dept Head Y/N	Cmd School Y/N
		PSI	Assault Team Certified? Y/N F	

SERVICE RECORD

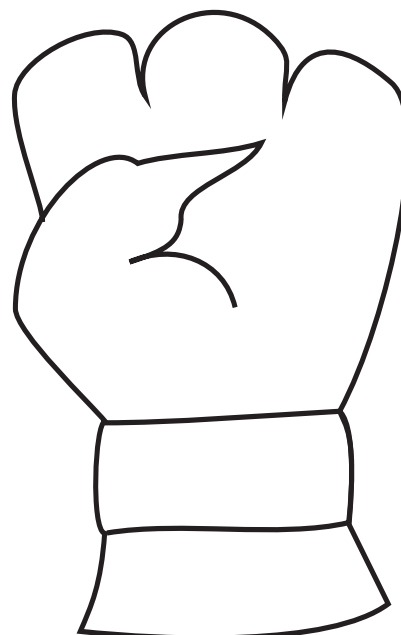
NOTES

ASSIGNMENTS

_____ YEARS SERVED

- TEST
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14

240420.00



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

- 1.
- 2.
- 3.

Awards and Honors


Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

240420.00

Klingon Warrior

Schools C=Cmd D=Dept
Expeditionary Forces
Navy
Sector Garrison



ASSIGN/SHIP

P.O.B

Credits

240420.00

Term Notes

ACTIVE
DUTY

|Cmmd

11th

JOER

PSI

**[(INT+LUC)/2]
round down**

Administration.....	Demolitions.....	Meteorology.....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	ST Wpns Tech.....
.....	Ecology.....	Oceanography.....	Stealth/Hide.....
Appraisal.....	Electronics.....	Pers Wpn Tech.....	Streetwise.....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	Survival.....
.....	Gaming.....	Physics.....
Art.....	Gambling.....	Psych.....	Torture.....
.....	Geology.....	Track/Evade.....
Astron/Astrophys.....	History.....	Scrounge.....	Trade & Comm....
Biology.....	Seduction.....	Trivia.....
Botany.....	Instruction.....	Shuttle Pilot.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Variable-G Op.....
Burglary.....	Intimidate.....	Sm Equip Tech.....	Vehicle Op.....
Carousing.....	Klingon History.....	Sm Unit Tactics.....
Chemistry.....	Klingon Law.....	Sports.....	Warp Drive Tech.....
Combat H-T-H.....	Lang_Galacta.....	Zoology.....
Marks, Modern.....	ST Cbt Tac/Str.....
.....Armed.....	Law_Federation.....	ST Comm Proc.....
.....Archaic.....	ST Comm Tech.....
Computer Op.....	Leadership.....	ST Engineering.....
Computer Tech.....	Life Support Tech.....	ST Helm.....
Culture.....	Materials Science.....	ST Navigation.....
.....	Mechanics.....	ST Security.....
Damage Ctrl Proc.....	Medicine.....	ST Sensors.....
Def Shield Tech.....	ST Services.....

ACTION POINTS

UNCONSCIOUS SAVES

1

2

3

4

5

6

7

8

9

10

11

12

13

NATURAL
CURRENT

SAVE @
(END 1/2) rd

SAVE
(END 1/4) rd

UNC
(END 1/10) rd

WOUND FATIGUE STUN LUC POOL NATURAL PSI VECTOR ((INT+CHA+PSI)/3) RD

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE _____ H-T-H SKILL BONUS + _____ TOTAL = _____ WEAPON DAMAGE STR BONUS + _____ SKILL BONUS + _____ TOTAL = _____

ACTION POINT TABLE ♣=OPPORTUNITY ACTION POSITION CHANGE Turn in Place 1 Stand-to-Sit (reverse) 1 Stand-to-Kneel (reverse) 1 Kneel-to-Prone (reverse) 1 MOVEMENT Walk 1sq Orthogonal 1 Diagonal 1.5 Evade 1sq Orthogonal 2 Diagonal 3 Crawl 1sq Orthogonal 2 Diagonal 3 Run for Full Turn ½ all AP Climb Stairs/Ladder 2x AP Climb Rope 3x AP Swim 2x AP EQUIPMENT /WEAPON USAGE Short Communication 1 Draw and Ready Device 2 Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 Quick Draw and Fire 3 Fire Ready Weapon 1 Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2 COMBAT/EVASION Attack min. 3 Parry/Defend min. 2 Dodge min. 3 Duck Thrown Weapon 2 Hide in Same Square 1 Hide in Adjacent Square 4 Roll Sideways 2 Drop-to-Ready 1 Drop-to-Prone 0 Dive-to-Prone 2 Dive Roll 4 Flying Tackle min. 4 TERRAIN MULTIPLIERS Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hwy Veg 3x AP Cliffs,Rough Terrain 2x-4x AP

TO-HIT TABLE (SKILL + DEX)/2=TOHIT DAMAGE Modern PER SETTING H-T-H

TO-HIT MODIFIERS TARGET MODIFIERS RANGE Point Blank - 15 Short 0 Medium + 15 Long +30 Extreme +45 Size Specific Location + 15 Very Small +30 Small + 15 Man-size 0 Large - 15 Position Standing 0 Crouched +05 Prone - 10 Concealment < 1/3 0 1/3 - 2/3 + 10 2/3+ +30or more Movement Stationary - 15 Moving 0 Running +05 Attacker Modifiers Aim Aiming Shot - 25 Snapshot 0 Quick Draw/Shoot +25 Wrong Hand +20 Simultaneous Attacks + 10 each Movement Stationary 0 Moving +05 Running + 15 Evading +30

240420.00

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

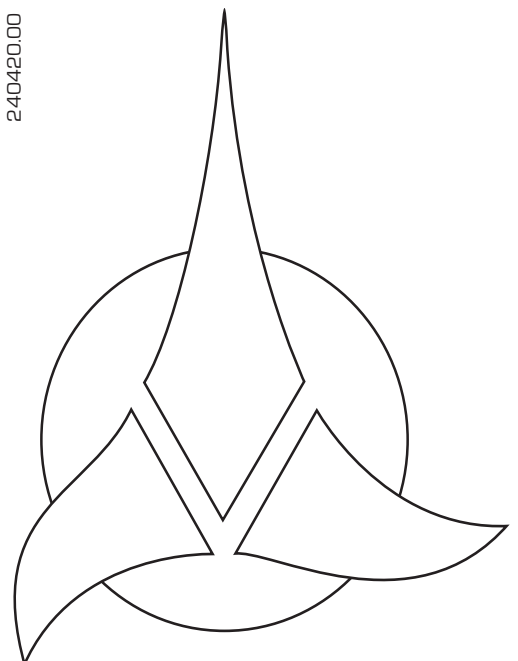
EXULTATIONS

ASSIGNMENTS

CADET
 TERM 1
 TERM 2
 TERM 3
 TERM 4
 TERM 5
 TERM 6
 TERM 7
 TERM 8
 TERM 9
 TERM 10
 TERM 11
 TERM 12
 TERM 13
 TERM 14

_____ YEARS SERVED

240420.00



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

1

2

3

4

5

6

7

8

9

10

11

12

13

NATURAL

CURRENT

SAVE @
(END 1/2) rd

SAVE
(END 1/4) rd

UNC
(END 1/10) rd

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC

POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

⚡=OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

Range

Size

Position

Concealment

Movement

Attacker Modifiers

Aim

Movement

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

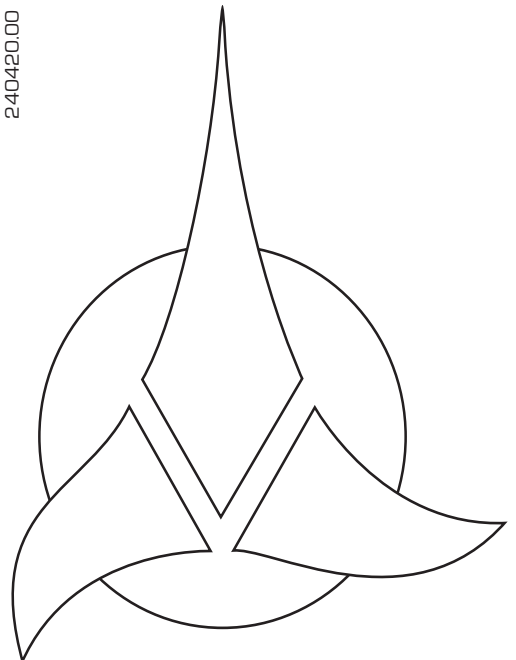
EXULTATIONS

ASSIGNMENTS

_____ YEARS SERVED

240420.00

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

[illegible]

ASSIGN/SHIP

P.O.B

Credits

240420.00

PSI

PERSEVERANCE	
$((\text{END} + \text{LUC}) / 2)$ round down	$((\text{INT} + \text{LUC}) / 2)$ round down

Administration.....	Demolitions.....	Meteorology.....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	ST Wpns Tech.....
.....	Ecology.....	Oceanography.....	Stealth/Hide.....
Appraisal.....	Electronics.....	Pers Wpn Tech.....	Streetwise.....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	Survival.....
.....	Gaming.....	Physics.....
Art.....	Gambling.....	Psych.....	Torture.....
.....	Geology.....	Track/Evade.....
Astron/Astrophys.....	History.....	Scrounge.....	Trade & Comm....
Biology.....	Seduction.....	Trivia.....
Botany.....	Instruction.....	Shuttle Pilot.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Variable-G Op.....
Burglary.....	Intimidate.....	Sm Equip Tech.....	Vehicle Op.....
Carousing.....	Klingon History.....	Sm Unit Tactics.....
Chemistry.....	Klingon Law.....	Sports.....	Warp Drive Tech.....
Combat H-T-H.....	Lang_Galacta.....	Zoology.....
Marks, Modern.....	ST Cbt Tac/Str.....
.....Armed.....	Law_Federation.....	ST Comm Proc.....
.....Archaic.....	ST Comm Tech.....
Computer Op.....	Leadership.....	ST Engineering.....
Computer Tech.....	Life Support Tech.....	ST Helm.....
Culture.....	Materials Science.....	ST Navigation.....
.....	Mechanics.....	ST Security.....
Damage Ctrl Proc.....	Medicine.....	ST Sensors.....
Def Shield Tech.....	ST Services.....

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

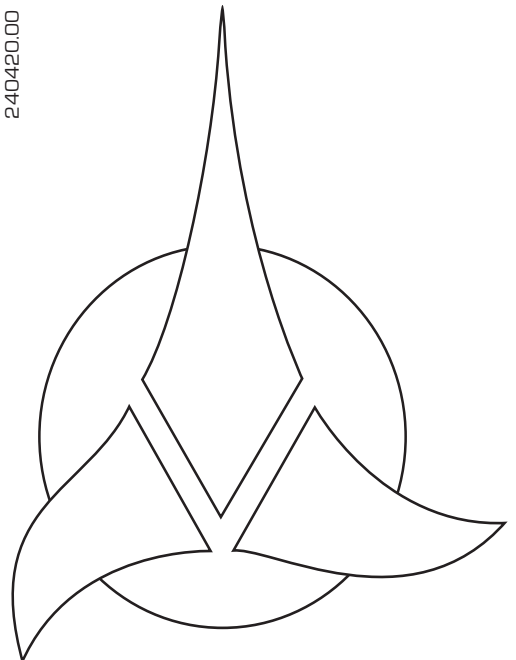
EXULTATIONS

ASSIGNMENTS

_____ YEARS SERVED

240420.00

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

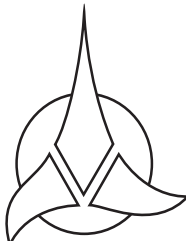
Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Klingon Warrior



Schools C=Cmd D=Dept
Expeditionary Forces
Navy
Sector Garrison
Exploration/Colonial
Merchant/Courier
Starbase Duty
SecRisk Note
Passed
SecNote
Cmmd

	1st	2nd	3rd	4th	5th	6th	Length	OFR
ACTIVE DUTY								
CADET CRUISE								
1st								
2nd								
3rd								
4th								
5th								
6th								
ACTIVE DUTY								
1st								

ASSIGN/SHIP

P.O.B

Name _____

Credits

Term Notes

240420.00

PSI

PERSEVERANCE	
(C)/2)	((INT+LUC)/2)
rn	round down

Administration.....	Demolitions.....	Meteorology.....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	ST Wpns Tech.....
.....	Ecology.....	Oceanography.....	Stealth/Hide.....
Appraisal.....	Electronics.....	Pers Wpn Tech.....	Streetwise.....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	Survival.....
.....	Gaming.....	Physics.....
Art.....	Gambling.....	Psych.....	Torture.....
.....	Geology.....	Track/Evade.....
Astron/Astrophys.....	History.....	Scrounge.....	Trade & Comm.....
Biology.....	Seduction.....	Trivia.....
Botany.....	Instruction.....	Shuttle Pilot.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Variable-G Op.....
Burglary.....	Intimidate.....	Sm Equip Tech.....	Vehicle Op.....
Carousing.....	Klingon History.....	Sm Unit Tactics.....
Chemistry.....	Klingon Law.....	Sports.....	Warp Drive Tech.....
Combat H-T-H.....	Lang Galacta.....	Zoology.....
Marks, Modern.....	ST Cbt Tac/Str.....
..... Armed.....	Law Federation.....	ST Comm Proc.....
..... Archaic.....	ST Comm Tech.....
Computer Op.....	Leadership.....	ST Engineering.....
Computer Tech.....	Life Support Tech.....	ST Helm.....
Culture.....	Materials Science.....	ST Navigation.....
.....	Mechanics.....	ST Security.....
Damage Ctrl Proc.....	Medicine.....	ST Sensors.....
Def Shield Tech.....	ST Services.....

ACTION POINTS

UNCONSCIOUS SAVES

1
2
3
4

5
6
7
8
9
10
11
12
13

NATURAL CURRENT SAVE @ (END 1/2) rd SAVE (END 1/4) rd UNC (END 1/10) rd

WOUND FATIGUE STUN LUC POOL NATURAL PSI VECTOR ((INT+CHA+PSI)/3) RD

ATTRIBUTE FATIGUE EFFECTS BARE HAND DAMAGE H-T-H SKILL BONUS + TOTAL = WEAPON DAMAGE STR BONUS + SKILL BONUS + TOTAL =

ACTION POINT TABLE ♣=OPPORTUNITY ACTION POSITION CHANGE Turn in Place Stand-to-Sit (reverse) Stand-to-Kneel (reverse) Kneel-to-Prone (reverse)

MOVEMENT Walk 1sq Orthogonal Diagonal Evade 1sq Orthogonal Diagonal Crawl 1sq Orthogonal Diagonal Run for Full Turn Climb Stairs/Ladder Climb Rope Swim

EQUIPMENT /WEAPON USAGE Short Communication Draw and Ready Device Operate Familiar Device Draw and Ready Weapon Aim Weapon Quick Draw and Fire Fire Ready Weapon Throw Ready Weapon Adjust Weapon Settings Reload Weapon

COMBAT/EVASION Attack Parry/Defend Dodge Duck Thrown Weapon Hide in Same Square Hide in Adjacent Square Roll Sideways Drop-to-Ready Drop-to-Prone Dive-to-Prone Dive Roll Flying Tackle

TERRAIN MULTIPLIERS Clear, Road or Path Hills, Light Vegetation Swampy, Rocky, Hvy Veg Cliffs,Rough Terrain

TO-HIT TABLE (SKILL + DEX)/2=TOHIT DAMAGE Modern PER SETTING H-T-H

TO-HIT MODIFIERS TARGET MODIFIERS RANGE Point Blank Short Medium Long Extreme Size Specific Location Very Small Small Man-size Large Position Standing Crouched Prone Concealment < 1/3 1/3 - 2/3 2/3+ Movement Stationary Moving Running Attacker Modifiers Aim Aimed Shot Snapshot Quick Draw/Shoot Wrong Hand Simultaneous Attacks + 10 each Movement Stationary Moving Running Evading

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

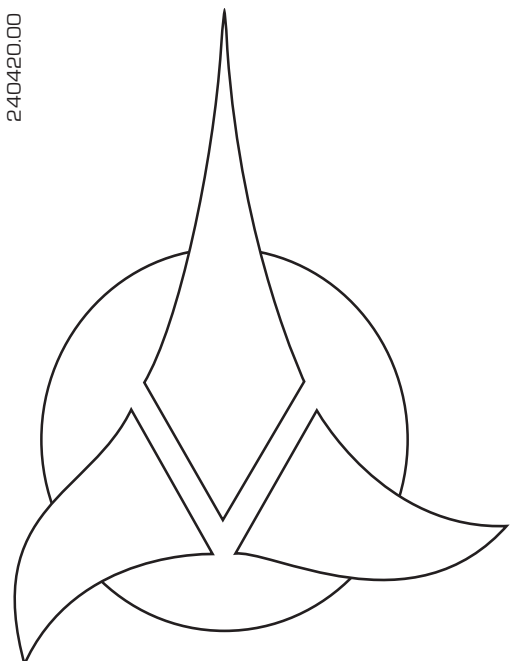
EXULTATIONS

ASSIGNMENTS

CADET
 TERM 1
 TERM 2
 TERM 3
 TERM 4
 TERM 5
 TERM 6
 TERM 7
 TERM 8
 TERM 9
 TERM 10
 TERM 11
 TERM 12
 TERM 13
 TERM 14

_____ YEARS SERVED

240420.00



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

ACTION POINTS

UNCONSCIOUS SAVED

1

2

3

4

5

6

7

8

9

10

11

12

13

NATURAL

CURRENT

SAVE @
(END 1/2) rd

SAVE
(END 1/4) rd

UNC
(END 1/10) rd

WOUND

FATIGUE

STUN

LUC POOL

PSI VECTOR
((INT+CHA+PSI)/3) RD

ATTRIBUTE FATIGUE EFFECTS

TO-HIT TABLE
(SKILL + DEX)/2=TOHIT DAMAGE

BAPE HAND DAMAGE _____

H-T-H SKILL BONUS + _____

TOTAL = _____

WEAPON DAMAGE _____

STR BONUS + _____

SKILL BONUS + _____

TOTAL = _____

MODERN H-T-H PER SETTING

ACTION POINT TABLE ⚡=OPPORTUNITY ACTION

POSITION CHANGE

Turn in Place 1

Stand-to-Sit (reverse) 1

Stand-to-Kneel (reverse) 1

Kneel-to-Prone (reverse) 1

MOVEMENT

Walk 1sq Orthogonal 1

Diagonal 1.5

Evade 1sq Orthogonal 2

Diagonal 3

Crawl 1sq Orthogonal 2

Diagonal 3

Run for Full Turn ½ all AP

Climb Stairs/Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

EQUIPMENT / WEAPON USAGE

Short Communication 1

Draw and Ready Device 2

Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

Quick Draw and Fire 3

Fire Ready Weapon 1

Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

COMBAT / EVASION

Attack min. 3

Parry/Defend min. 2

Dodge min. 3

Duck Thrown Weapon 2

Hide in Same Square 1

Hide in Adjacent Square 4

Roll Sideways 2

Drop-to-Ready 1

Drop-to-Prone 0

Dive-to-Prone 2

Dive Roll 4

Flying Tackle min. 4

TERRAIN MULTIPLIERS

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs,Rough Terrain 2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS RANGE DIE MOD

Point Blank - 15

Short 0

Medium + 15

Long +30

Extreme +45

Size Specific Location + 15

Very Small +30

Small + 15

Man-size 0

Large - 15

Position Standing 0

Crouched +05

Prone - 10

Concealment < 1/3 0

1/3 - 2/3 + 10

2/3+ +30 or more

Movement Stationary - 15

Moving 0

Running +05

Attacker Modifiers Aim Aiming Shot - 25

Snapshot 0

Quick Draw/Shoot +25

Wrong Hand +20

Simultaneous Attacks + 10 each

Movement Stationary 0

Moving +05

Running + 15

Evading +30

240420.00

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

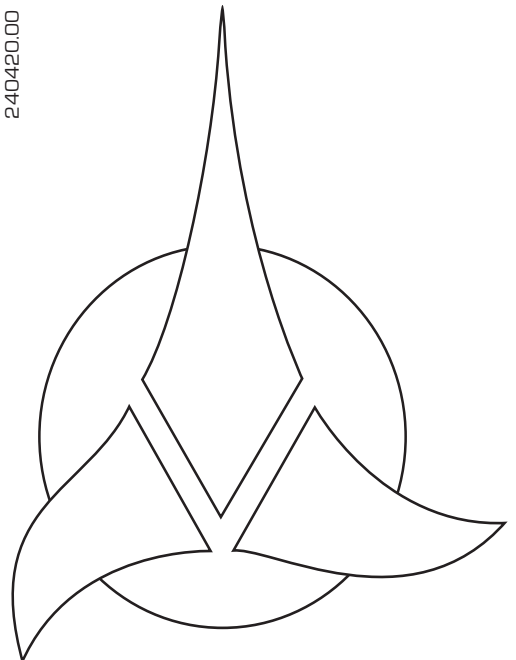
EXULTATIONS

ASSIGNMENTS

_____ YEARS SERVED

240420.00

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Awards and Honors


Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Klingon Warrior

Schools C=Cmd D=Dept
Expeditionary Forces
Navy
Sector Garrison

The logo is a stylized, symmetrical emblem. It features a central vertical element that resembles a spearhead or a flame, with two curved, wing-like or petal-like shapes extending outwards from its base. The entire design is contained within a circular border.

ASSIGN/SHIP

P.O.B

Credits

240420.00

PSI

**[(INT+LUC)/2]
round down**

Administration.....	Demolitions.....	Meteorology.....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	ST Wpns Tech.....
.....	Ecology.....	Oceanography.....	Stealth/Hide.....
Appraisal.....	Electronics.....	Pers Wpn Tech.....	Streetwise.....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	Survival.....
.....	Gaming.....	Physics.....
Art.....	Gambling.....	Psych.....	Torture.....
.....	Geology.....	Track/Evade.....
Astron/Astrophys.....	History.....	Scrounge.....	Trade & Comm....
Biology.....	Seduction.....	Trivia.....
Botany.....	Instruction.....	Shuttle Pilot.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Variable-G Op.....
Burglary.....	Intimidate.....	Sm Equip Tech.....	Vehicle Op.....
Carousing.....	Klingon History.....	Sm Unit Tactics.....
Chemistry.....	Klingon Law.....	Sports.....	Warp Drive Tech.....
Combat H-T-H.....	Lang_Galacta.....	Zoology.....
Marks, Modern.....	ST Cbt Tac/Str.....
.....Armed.....	Law_Federation.....	ST Comm Proc.....
.....Archaic.....	ST Comm Tech.....
Computer Op.....	Leadership.....	ST Engineering.....
Computer Tech.....	Life Support Tech.....	ST Helm.....
Culture.....	Materials Science.....	ST Navigation.....
.....	Mechanics.....	ST Security.....
Damage Ctrl Proc.....	Medicine.....	ST Sensors.....
Def Shield Tech.....	ST Services.....

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

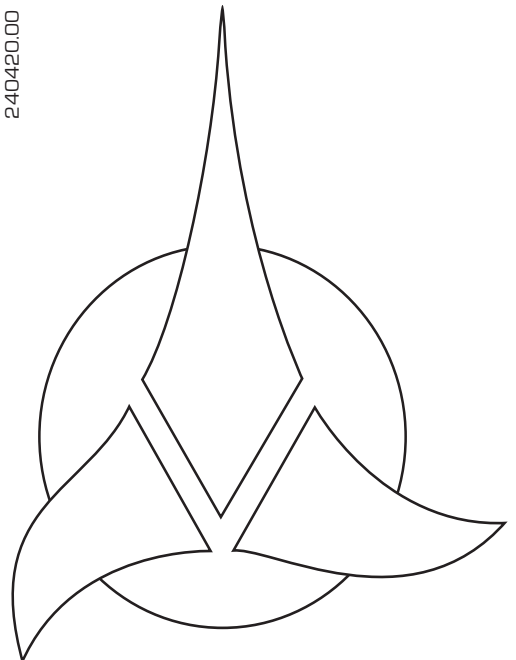
EXULTATIONS

ASSIGNMENTS

CADET
 TERM 1
 TERM 2
 TERM 3
 TERM 4
 TERM 5
 TERM 6
 TERM 7
 TERM 8
 TERM 9
 TERM 10
 TERM 11
 TERM 12
 TERM 13
 TERM 14

_____ YEARS SERVED

240420.00



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

- 1.
- 2.
- 3.


Awards and Honors

Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

240420.00

Klingon Warrior



Schools C=Cmd D=Dept
Expeditionary Forces
Navy
Sector Garrison
Exploration/Colonial
Merchant/Courier
Starbase Duty
SecRisk Note
Passed
SecNote
Cmmd

	1st	2nd	3rd	4th	5th	6th	Length	OFR
ACTIVE DUTY								
CADET CRUISE								
1st								
2nd								
3rd								
4th								
5th								
6th								
ACTIVE DUTY								
1st								

ASSIGN/SHIP

P.O.B

Credits

240420.00

PSI

PERSEVERANCE	
$((\text{END} + \text{LUC}) / 2)$ round down	$((\text{INT} + \text{LUC}) / 2)$ round down

Administration.....	Demolitions.....	Meteorology.....	ST Weapons Op.....
Anthrop.....	Disguise.....	Negot/Diplomacy.....	ST Wpns Tech.....
.....	Ecology.....	Oceanography.....	Stealth/Hide.....
Appraisal.....	Electronics.....	Pers Wpn Tech.....	Streetwise.....
.....	Enviosuit Op.....	Philosophy.....	Surveillance.....
Archaeo.....	Forgery.....	Survival.....
.....	Gaming.....	Physics.....
Art.....	Gambling.....	Psych.....	Torture.....
.....	Geology.....	Track/Evade.....
Astron/Astrophys.....	History.....	Scrounge.....	Trade & Comm.....
Biology.....	Seduction.....	Trivia.....
Botany.....	Instruction.....	Shuttle Pilot.....
Bribery.....	Interrogation.....	Shuttle Sys Tech.....	Variable-G Op.....
Burglary.....	Intimidate.....	Sm Equip Tech.....	Vehicle Op.....
Carousing.....	Klingon History.....	Sm Unit Tactics.....
Chemistry.....	Klingon Law.....	Sports.....	Warp Drive Tech.....
Combat H-T-H.....	Lang Galacta.....	Zoology.....
Marks, Modern.....	ST Cbt Tac/Str.....
..... Armed.....	Law Federation.....	ST Comm Proc.....
..... Archaic.....	ST Comm Tech.....
Computer Op.....	Leadership.....	ST Engineering.....
Computer Tech.....	Life Support Tech.....	ST Helm.....
Culture.....	Materials Science.....	ST Navigation.....
.....	Mechanics.....	ST Security.....
Damage Ctrl Proc.....	Medicine.....	ST Sensors.....
Def Shield Tech.....	ST Services.....

1

2

3

4

5

6

7

8

9

10

11

12

13

NATURAL

CURRENT

SAVE @
(END 1/2) rd

SAVE
(END 1/4) rd

UNC
(END 1/10) rd

WOUND

FATIGUE

STUN

LUC

POOL

PSI VECTOR
(((INT+CHA+PSI)/3) RD

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern

H-T-H

PER SETTING

TO-HIT MODIFIERS

TARGET MODIFIERS

RANGE

Point Blank

Short

Medium

Long

Extreme

Size

Specific Location

Very Small

Small

Man-size

Large

Position

Standing

Crouched

Prone

Concealment

< 1/3

1/3 - 2/3

2/3+

Movement

Stationary

Moving

Running

Attacker Modifiers

Aim

Aimed Shot

Snapshot

Quick Draw/Shoot

Wrong Hand

Simultaneous Attacks + 10 each

Movement

Stationary

Moving

Running

Evading

ACTION POINT TABLE

POSITION CHANGE

Turn in Place

Stand-to-Sit (reverse)

Stand-to-Kneel (reverse)

Kneel-to-Prone (reverse)

MOVEMENT

Walk 1sq Orthogonal

Diagonal

Evade 1sq Orthogonal

Diagonal

Crawl 1sq Orthogonal

Diagonal

Run for Full Turn

Climb Stairs/Ladder

Climb Rope

Swim

EQUIPMENT/WEAPON USAGE

Short Communication

Draw and Ready Device

Operate Familiar Device

Draw and Ready Weapon

Aim Weapon

Quick Draw and Fire

Fire Ready Weapon

Throw Ready Weapon

Adjust Weapon Settings

Reload Weapon

COMBAT/EVASION

Attack

Parry/Defend

Dodge

Duck Thrown Weapon

Hide in Same Square

Hide in Adjacent Square

Roll Sideways

Drop-to-Ready

Drop-to-Prone

Dive-to-Prone

Dive Roll

Flying Tackle

TERRAIN MULTIPLIERS

Clear, Road or Path

Hills, Light Vegetation

Swampy, Rocky, Hvy Veg

Cliffs, Rough Terrain

240420.00

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

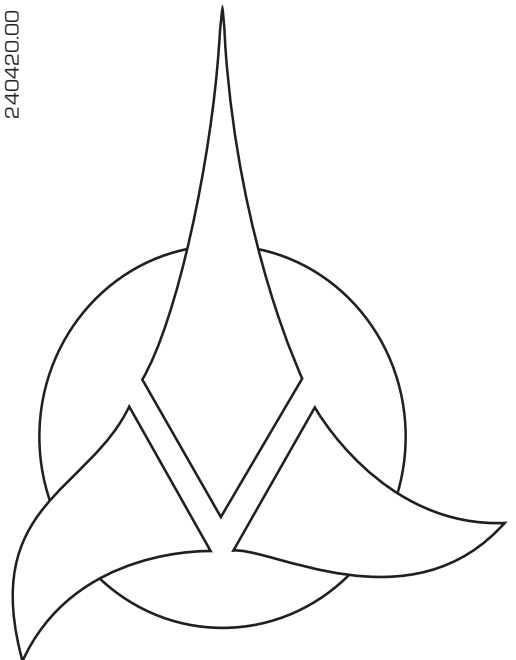
EXULTATIONS

ASSIGNMENTS

CADET
 TERM 1
 TERM 2
 TERM 3
 TERM 4
 TERM 5
 TERM 6
 TERM 7
 TERM 8
 TERM 9
 TERM 10
 TERM 11
 TERM 12
 TERM 13
 TERM 14

_____ YEARS SERVED

240420.00



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

- 1.
- 2.
- 3.

Awards and Honors

Cadet

- Term
- 1
 - 2
 - 3
 - 4
 - 5
 - 6
 - 7
 - 8
 - 9
 - 10

240420.00

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL CURRENT SAVE @ (END 1/2) rd SAVE (END 1/4) rd UNC (END 1/10) rd	WOUND FATIGUE STUN	LUC POOL NATURAL	PSI VECTOR (((INT+CHA+PSI)/3) RD)
1			<div style="font-size: 4em; margin-bottom: 10px;">✦</div> <div>TO-HIT TABLE (SKILL + DEX)/2=TOHIT DAMAGE</div>		
2					
3			<div style="font-size: 4em; margin-bottom: 10px;">✧</div> <div>TO-HIT MODIFIERS</div>		
4					
5			<div style="font-size: 4em; margin-bottom: 10px;">✨</div> <div>Attacker Modifiers</div>		
6					
7			<div style="font-size: 4em; margin-bottom: 10px;">⚡</div> <div>Terrain Multipliers</div>		
8					
9			<div style="font-size: 4em; margin-bottom: 10px;">🔥</div> <div>Target Modifiers</div>		
10					
11			<div style="font-size: 4em; margin-bottom: 10px;">💣</div> <div>Position</div>		
12					
13			<div style="font-size: 4em; margin-bottom: 10px;">☄</div> <div>Concealment</div>		

ACTION POINT TABLE ✦ = OPPORTUNITY ACTION

POSITION CHANGE	
✦ Turn in Place	1
Stand-to-Sit (reverse)	1
✦ Stand-to-Kneel (reverse)	1
✦ Kneel-to-Prone (reverse)	1

MOVEMENT	
Walk 1sq Orthogonal	1
Diagonal	1.5
Evade 1sq Orthogonal	2
Diagonal	3
Crawl 1sq Orthogonal	2
Diagonal	3
Run for Full Turn	1/2 all AP
Climb Stairs/Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP

EQUIPMENT / WEAPON USAGE	
✦ Short Communication	1
Draw and Ready Device	2
✦ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
✦ Quick Draw and Fire	3
✦ Fire Ready Weapon	1
✦ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2

COMBAT / EVASION	
✦ Attack	min. 3
✦ Parry/Defend	min. 2
✦ Dodge	min. 3
✦ Duck Thrown Weapon	2
Hide in Same Square	1
✦ Hide in Adjacent Square	4
✦ Roll Sideways	2
✦ Drop-to-Ready	1
✦ Drop-to-Prone	0
✦ Dive-to-Prone	2
✦ Dive Roll	4
Flying Tackle	min. 4

TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

240420.00

IMPERIAL DATABANK

KLINGON PERSONNEL SECURITY REPORT

LINE NAME	<div style="border: 1px solid black; padding: 5px; text-align: center;"> SEC RAT </div>	AGE	STR	TOP SKILLS 1. 2. 3. 4. 5.			
POB		SEX	END				
BRANCH		HT	INT				
RANK		WT	DEX				
CURRENT ASSIGNMENT		HAIR	CHA				
		EYES	COOL	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.	LUC				
			PSI				

SERVICE RECORD

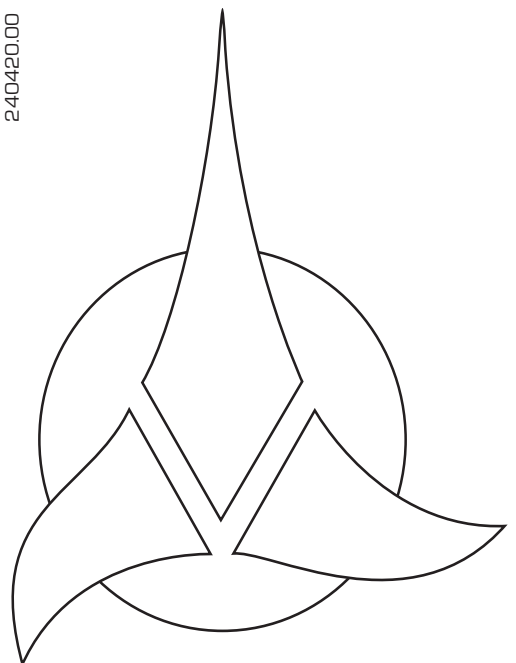
EXULTATIONS

ASSIGNMENTS

_____ YEARS SERVED

240420.00

- CADET
- TERM 1
- TERM 2
- TERM 3
- TERM 4
- TERM 5
- TERM 6
- TERM 7
- TERM 8
- TERM 9
- TERM 10
- TERM 11
- TERM 12
- TERM 13
- TERM 14



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

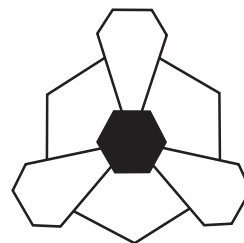
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES [(CHA+COOL)/2] round down -05		PERCEPTION [(INT+LUC)/2] round down		FOCUS [(INT+COOL)/2] round down		PERSEVERANCE [(END+LUC)/2] round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
Appraisal.....	Ecology	Philosophy	ST Weapons Op...
.....	Electronics	ST Wpns Tech.....
.....	Enviosuit Op	Physics	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.....	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech.
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
.....Armed.....	Leadership	ST Cloaking Tech...
.....Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering.....
.....	ST Helm.....
Damage Ctrl Proc...	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

ACTION POINTS

NATURAL
CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END /10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END /10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END /20 rd))

WOUND FATHIGUE STUN LUC POOL NATURAL PSI VECTOR ((INT+CHA+PSI)/3) RD

TO-HIT TABLE
(SKILL + DEX)/2=TOHIT DAMAGE

Modern H-T-H PER SETTING

BARE HAND DAMAGE
H-T-H SKILL BONUS +
TOTAL =
WEAPON DAMAGE
STR BONUS +
SKILL BONUS +
TOTAL =

ACTION POINT TABLE ⚔️=OPPORTUNITY ACTION

POSITION CHANGE
Turn in Place 1
Stand-to-Sit (reverse) 1
Stand-to-Kneel (reverse) 1
Kneel-to-Prone (reverse) 1

MOVEMENT
Walk 1sq Orthogonal 1
Diagonal 1.5
Evade 1sq Orthogonal 2
Diagonal 3
Crawl 1sq Orthogonal 2
Diagonal 3
Run for Full Turn 1/2 all AP
Climb Stairs/Ladder 2x AP
Climb Rope 3x AP
Swim 2x AP

EQUIPMENT/WEAPON USAGE
Short Communication 1
Draw and Ready Device 2
Operate Familiar Device 2
Draw and Ready Weapon 2
Aim Weapon 2
Quick Draw and Fire 3
Fire Ready Weapon 1
Throw Ready Weapon 1
Adjust Weapon Settings 2
Reload Weapon 2

COMBAT/EVASION
Attack min. 3
Parry/Defend min. 2
Dodge min. 3
Duck Thrown Weapon 2
Hide in Same Square 1
Hide in Adjacent Square 4
Roll Sideways 2
Drop-to-Ready 1
Drop-to-Prone 0
Dive-to-Prone 2
Dive Roll 4
Flying Tackle min. 4

TERRAIN MULTIPLIERS
Clear, Road or Path 1x AP
Hills, Light Vegetation 2x AP
Swampy, Rocky, Hvy Veg 3x AP
Cliffs,Rough Terrain 2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS DIE Mod RANGE Point Blank - 15 Short 0 Medium + 15 Long +30 Extreme +45 Size Specific Location + 15 Very Small +30 Small + 15 Man-size 0 Large - 15 Position Standing 0 Crouched +05 Prone - 10 Concealment < 1/3 0 1/3 - 2/3 + 10 2/3+ +30or more Movement Stationary - 15 Moving 0 Running +05 Attacker Modifiers Aim Aimed Shot - 25 Snapshot 0 Quick Draw/Shoot + 25 Wrong Hand +20 Simultaneous Attacks + 10 each Movement Stationary 0 Moving +05 Running + 15 Evading +30

240420.00

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

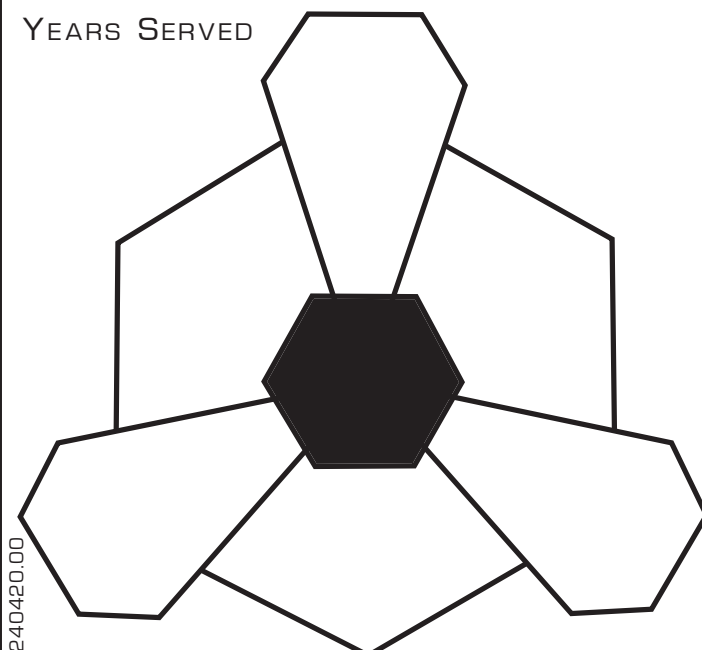
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off. Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

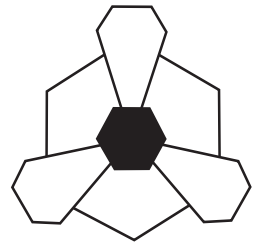
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420:00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
.....	Ecology	Philosophy	ST Weapons Op...
Appraisal.....	Electronics	ST Wpns Tech.....
.....	Enviosuit Op.....	Physics.....	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech..
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
..... Armed	Leadership	ST Cloaking Tech...
..... Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering
.....	ST Helm.....
Damage Ctrl Proc.....	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

ACTION POINTS

1

2

3

4

5

6

7

8

9

10

11

12

13

CURRENT
UNCONSCIOUS
SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

LUC POOL NATURAL

PSI VECTOR
(((INT+CHA+PSI)/3) RD)

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE _____
H-T-H SKILL BONUS + _____
TOTAL = _____
WEAPON DAMAGE _____
STR BONUS + _____
SKILL BONUS + _____
TOTAL = _____

TO-HIT TABLE
(SKILL + DEX)/2=TO HIT DAMAGE
Modern PER SETTING
H-T-H
.....
.....
.....
.....
.....
.....
.....
.....
.....

ACTION POINT TABLE ⚡ = OPPORTUNITY ACTION

POSITION CHANGE
⚡ Turn in Place 1
Stand-to-Sit (reverse) 1
⚡ Stand-to-Kneel (reverse) 1
⚡ Kneel-to-Prone (reverse) 1

MOVEMENT
Walk 1sq Orthogonal 1
Diagonal 1.5
Evade 1sq Orthogonal 2
Diagonal 3
Crawl 1sq Orthogonal 2
Diagonal 3
Run for Full Turn 1/2 all AP
Climb Stairs/Ladder 2x AP
Climb Rope 3x AP
Swim 2x AP

EQUIPMENT / WEAPON USAGE
⚡ Short Communication 1
Draw and Ready Device 2
⚡ Operate Familiar Device 2
Draw and Ready Weapon 2
Aim Weapon 2
Quick Draw and Fire 3
Fire Ready Weapon 1
Throw Ready Weapon 1
Adjust Weapon Settings 2
Reload Weapon 2

COMBAT / EVASION
⚡ Attack min. 3
⚡ Parry/Defend min. 2
⚡ Dodge min. 3
Duck Thrown Weapon 2
Hide in Same Square 1
Hide in Adjacent Square 4
Roll Sideways 2
Drop-to-Ready 1
Drop-to-Prone 0
Dive-to-Prone 2
Dive Roll 4
Flying Tackle min. 4

TERRAIN MULTIPLIERS
Clear, Road or Path 1x AP
Hills, Light Vegetation 2x AP
Swampy, Rocky, Hvy Veg 3x AP
Cliffs, Rough Terrain 2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS
RANGE Point Blank - 15
Short 0
Medium + 15
Long +30
Extreme +45
Size Specific Location + 15
Very Small +30
Small + 15
Man-size 0
Large - 15
Position Standing 0
Crouched +05
Prone - 10
Concealment < 1/3 0
1/3 - 2/3 + 10
2/3+ +30 or more
Movement Stationary - 15
Moving 0
Running +05

Attacker Modifiers
Aim Aimed Shot - 25
Snapshot 0
Quick Draw/Shoot +25
Wrong Hand +20
Simultaneous Attacks + 10 each
Movement Stationary 0
Moving +05
Running + 15
Evading +30

240420.00

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

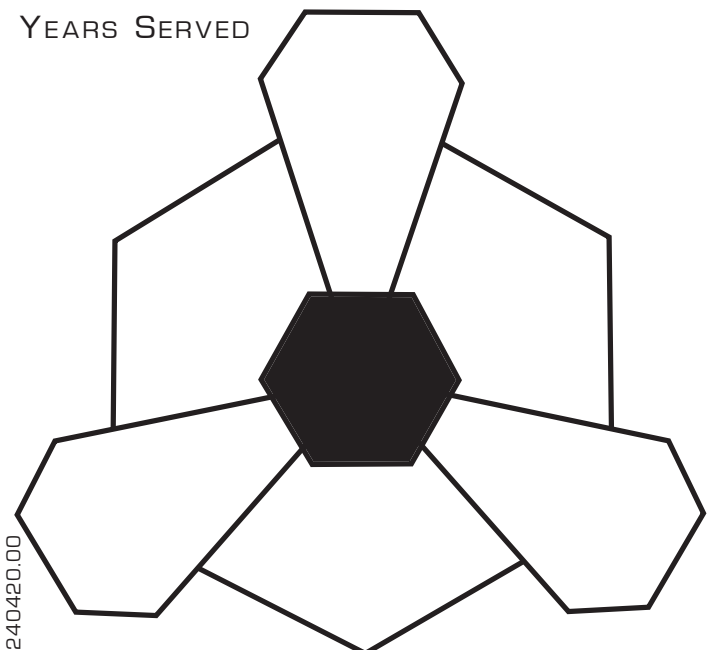
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

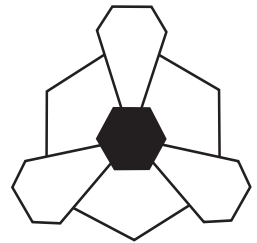
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420:00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
.....	Ecology	Philosophy	ST Weapons Op...
Appraisal.....	Electronics	ST Wpns Tech.....
.....	Enviosuit Op.....	Physics.....	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech..
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
.....Armed.....	Leadership	ST Cloaking Tech...
.....Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering
.....	ST Helm.....
Damage Ctrl Proc.....	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

1

2

3

4

5

6

7

8

9

10

11

12

13

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

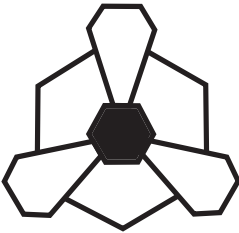
TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD



TO-HIT TABLE


((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

 = OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

Die Mod

Attacker Modifiers

Aim

Movement

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

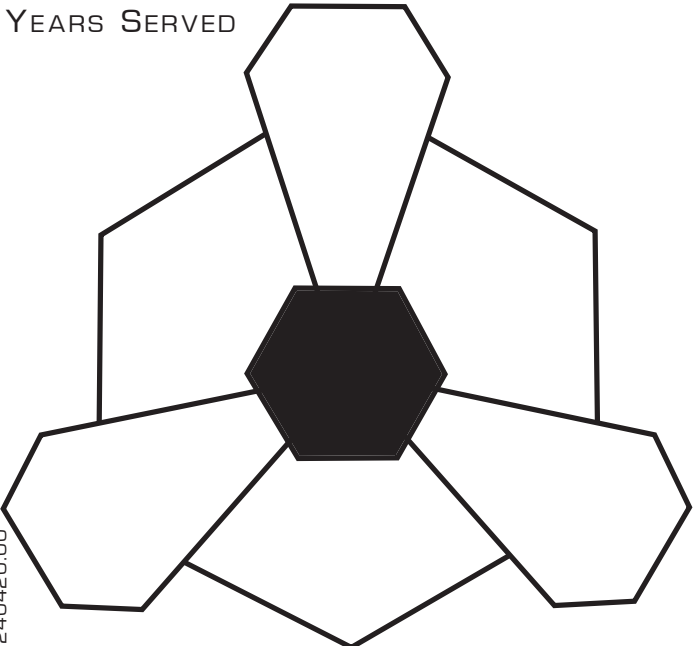
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Curriculum

Great Duty

Term

1

2

3

4

5

6

7

8

9

10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

1.
2.
3.

Honors and Triumphs

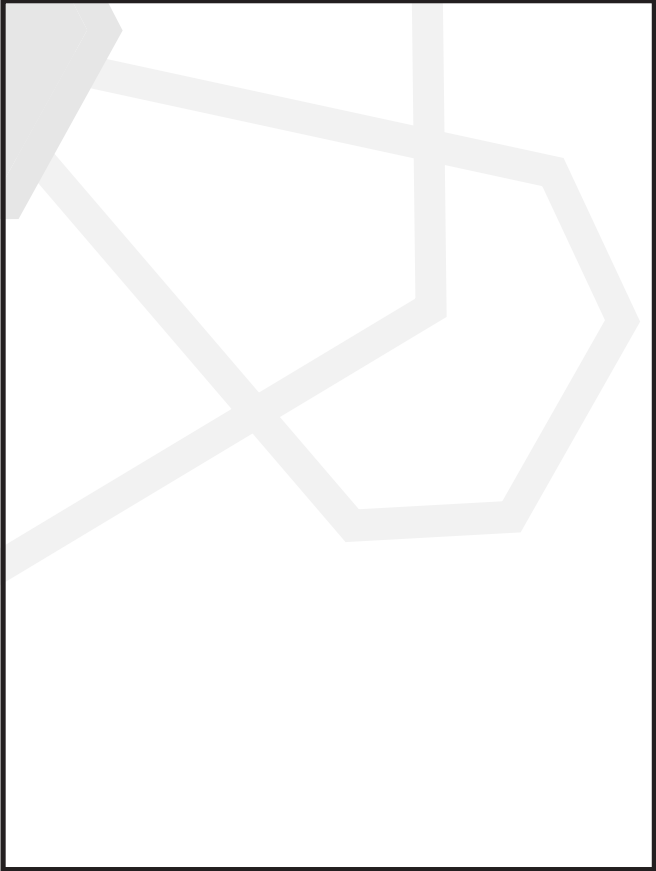
Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00



Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off. Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

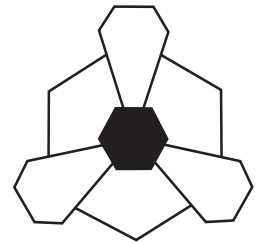
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420:00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
.....	Ecology	Philosophy	ST Weapons Op...
Appraisal.....	Electronics	ST Wpns Tech....
.....	Enviosuit Op.....	Physics.....	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech..
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
..... Armed	Leadership	ST Cloaking Tech...
..... Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering
.....	ST Helm.....
Damage Ctrl Proc.....	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

ACTION POINTS

1

2

3

4

5

6

7

8

9

10

11

12

13

CURRENT
NATURAL
WOUND
FATIGUE
STUN
LUC POOL
PSI VECTOR ((INT+CHA+PSI)/3) RD

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE
H-T-H SKILL BONUS +
TOTAL =

WEAPON DAMAGE
STR BONUS +
SKILL BONUS +
TOTAL =

TO-HIT TABLE
(SKILL + DEX)/2=TO HIT DAMAGE
Modern PER SETTING
H-T-H

ACTION POINT TABLE ⚔️=OPPORTUNITY ACTION
POSITION CHANGE
Turn in Place 1
Stand-to-Sit (reverse) 1
Stand-to-Kneel (reverse) 1
Kneel-to-Prone (reverse) 1
MOVEMENT
Walk 1sq Orthogonal 1
Diagonal 1.5
Evade 1sq Orthogonal 2
Diagonal 3
Crawl 1sq Orthogonal 2
Diagonal 3
Run for Full Turn 1/2 all AP
Climb Stairs/Ladder 2x AP
Climb Rope 3x AP
Swim 2x AP
EQUIPMENT / WEAPON USAGE
Short Communication 1
Draw and Ready Device 2
Operate Familiar Device 2
Draw and Ready Weapon 2
Aim Weapon 2
Quick Draw and Fire 3
Fire Ready Weapon 1
Throw Ready Weapon 1
Adjust Weapon Settings 2
Reload Weapon 2
COMBAT/EVASION
Attack min. 3
Parry/Defend min. 2
Dodge min. 3
Duck Thrown Weapon 2
Hide in Same Square 1
Hide in Adjacent Square 4
Roll Sideways 2
Drop-to-Ready 1
Drop-to-Prone 0
Dive-to-Prone 2
Dive Roll 4
Flying Tackle min. 4
TERRAIN MULTIPLIERS
Clear, Road or Path 1x AP
Hills, Light Vegetation 2x AP
Swampy, Rocky, Hvy Veg 3x AP
Cliffs, Rough Terrain 2x-4x AP

TO-HIT MODIFIERS
TARGET MODIFIERS DIE MOD
RANGE
Point Blank - 15
Short 0
Medium + 15
Long +30
Extreme +45
Size
Specific Location + 15
Very Small +30
Small + 15
Man-size 0
Large - 15
Position
Standing 0
Crouched +05
Prone - 10
Concealment
< 1/3 0
1/3 - 2/3 + 10
2/3+ +30 or more
Movement
Stationary - 15
Moving 0
Running +05
Attacker Modifiers
Aim
Aimed Shot - 25
Snapshot 0
Quick Draw/Shoot +25
Wrong Hand +20
Simultaneous Attacks + 10 each
Movement
Stationary 0
Moving +05
Running + 15
Evading +30

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

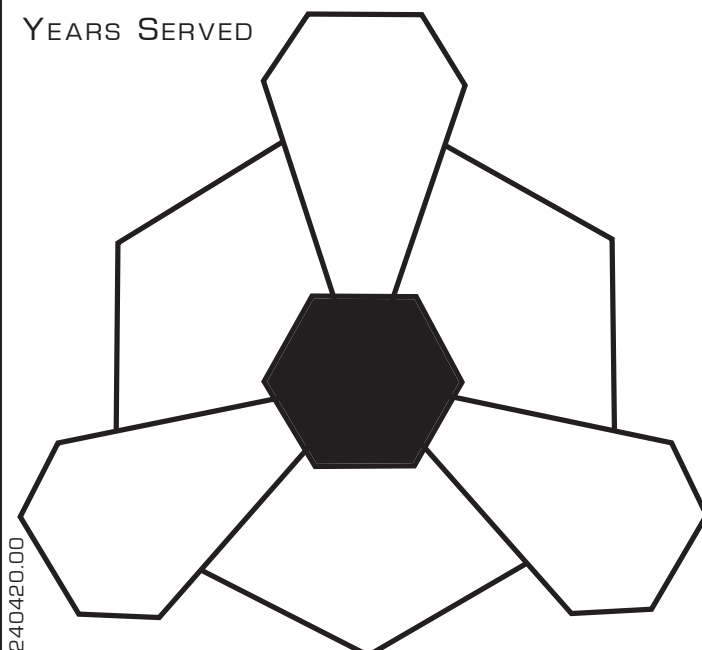
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

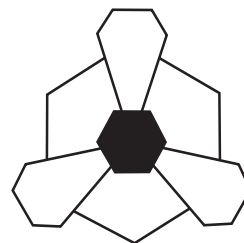
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
Appraisal.....	Ecology	Philosophy	ST Weapons Op...
.....	Electronics	ST Wpns Tech.....
.....	Enviosuit Op	Physics	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.....	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech.
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
.....Armed.....	Leadership	ST Cloaking Tech...
.....Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering.....
.....	ST Helm.....
Damage Ctrl Proc...	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

1

2

3

4

5

6

7

8

9

10

11

12

13

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

Attacker Modifiers

Aim

Movement

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

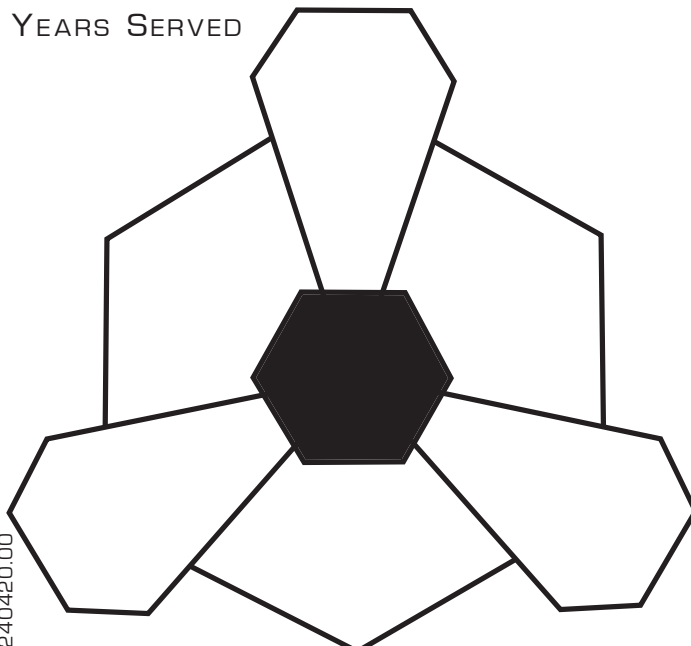
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Curriculum

Great Duty

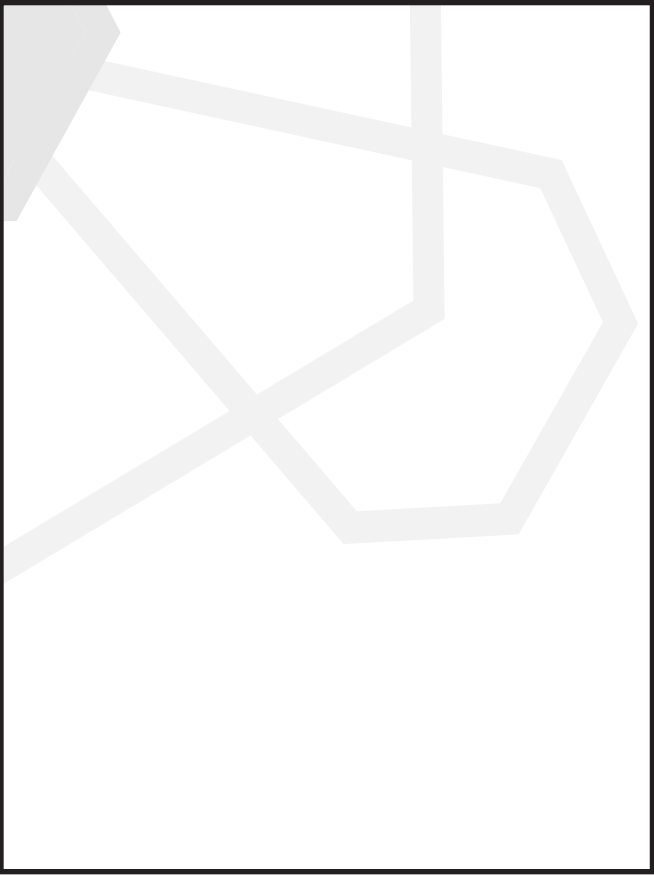
Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00



Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

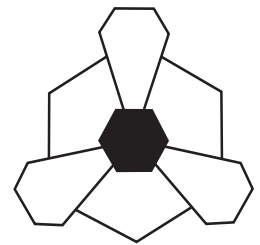
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions.....	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech....	ST Services.....
Appraisal.....	Ecology.....	Philosophy.....	ST Weapons Op...
.....	Electronics.....	ST Wpns Tech....
.....	Enviosuit Op.....	Physics.....	Stealth/Hide.....
Archaeo.....	Forgery.....	Psych.....	Streetwise.....
.....	Gaming.....	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival.....
.....	Geology.....	Romulan Law.....
Astron/Astrophys..	History.....	Scrounge.....	Torture.....
Biology.....	Seduction.....	Track/Evade.....
Botany.....	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary.....	Intimidate.....	Sm Equip Tech....	Transporter Tech..
Carousing.....	Lang.....	Sm Unit Tactics... .	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op... .
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
..... Armed.....	Leadership.....	ST Cloaking Tech...
..... Archaic.....	Life Support Tech..	ST Cbt Tac/Str.....	Warp Drive Tech..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech.....
Culture.....	Medicine.....	ST Engineering.....
.....	ST Helm.....
Damage Ctrl Proc..	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy..	ST Security.....

1

2

3

4

5

6

7

8

9

10

11

12

13

UNCOMMON SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

LUC POOL

PSI VECTOR
(((INT+CHA+PSI)/3) RD

TO-HIT TABLE

TO-HIT MODIFIERS

TO-HIT MODIFIERS

ATTACKER MODIFIERS

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

ACTION POINT TABLE

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT TABLE

TO-HIT MODIFIERS

ATTACKER MODIFIERS

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

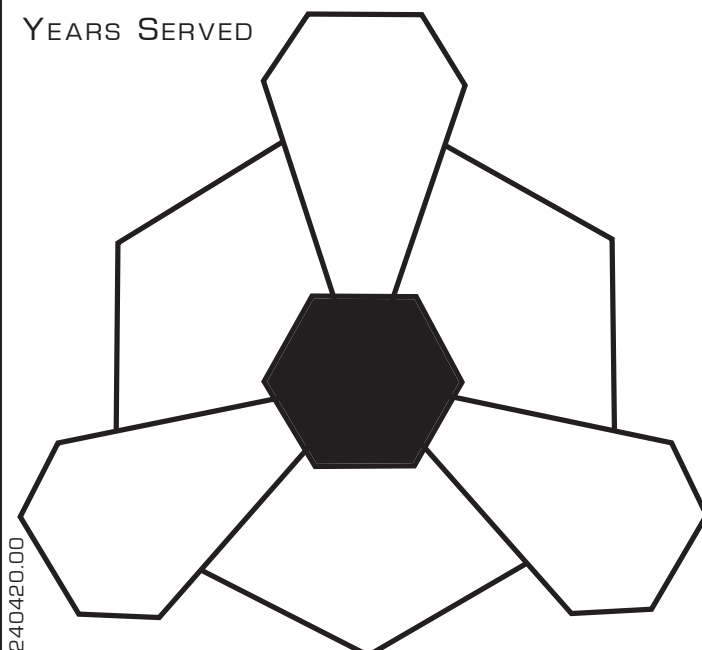
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

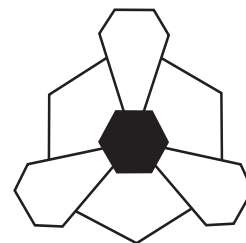
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420.00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
Appraisal.....	Ecology	Philosophy	ST Weapons Op...
.....	Electronics	ST Wpns Tech.....
.....	Enviosuit Op	Physics	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.....	History.....	Scrounge	Torture
Biology	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech.
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
.....Armed.....	Leadership	ST Cloaking Tech...
.....Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering
.....	ST Helm
Damage Ctrl Proc...	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

1

2

3

4

5

6

7

8

9

10

11

12

13

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD

TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)

Modern

H-T-H

PER SETTING

ACTION POINT TABLE

= OPPORTUNITY ACTION

POSITION CHANGE

MOVEMENT

EQUIPMENT/WEAPON USAGE

COMBAT/EVASION

TERRAIN MULTIPLIERS

TO-HIT MODIFIERS

TARGET MODIFIERS

DIE MOD

Attacker Modifiers

Aim

Movement

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

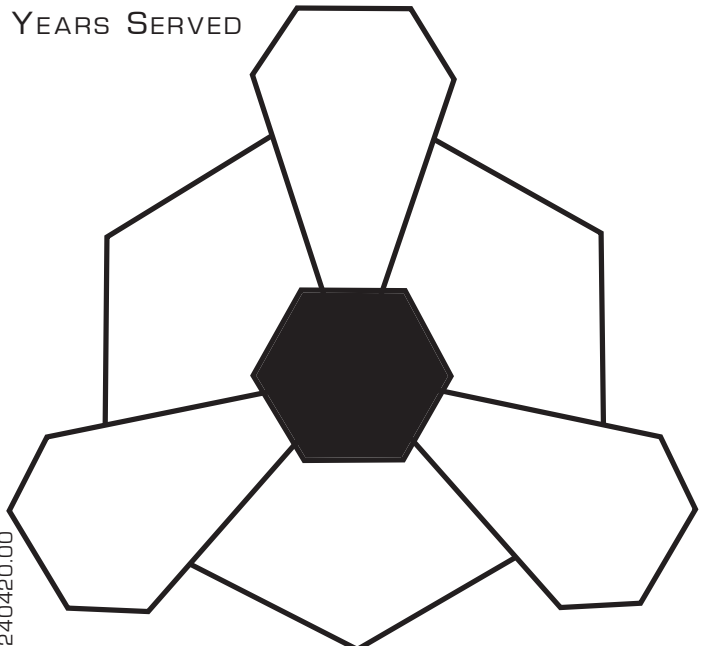
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

Honors and Triumphs

Curriculum

Great Duty

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

Romulan Warrior

DUTY TERMS	Exploration	Outpost	Colonization	Military	Length	OER
Equatorium 1					1	
Equatorium 2					1	
Equatorium 3					1	
Equatorium 4					1	
Equatorium 5					1	
Adv Off.Training					1	
Term 1						
Term 2						
Term 3						
Term 4						
Term 5						
Term 6						
Term 7						
Term 8						
Term 9						
Term 10						

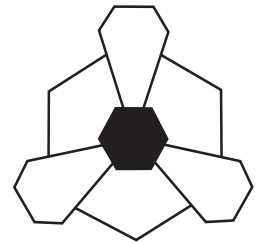
Name

Specialty

Rank

Assignment

Notes



Age

Ht

Wt

Sex

D.O.B.

P.O.B

240420:00

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES ((CHA+COOL)/2) round down -05		PERCEPTION ((INT+LUC)/2) round down		FOCUS ((INT+COOL)/2) round down		PERSEVERANCE ((END+LUC)/2) round down+05	

Administration.....	Demolitions	Oceanography.....	ST Sensors.....
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Services
.....	Ecology	Philosophy	ST Weapons Op...
Appraisal.....	Electronics	ST Wpns Tech....
.....	Enviosuit Op.....	Physics.....	Stealth/Hide
Archaeo.....	Forgery.....	Psych	Streetwise.....
.....	Gaming	Surveillance.....
Art.....	Gambling.....	Romulan History...	Survival
.....	Geology.....	Romulan Law
Astron/Astrophys.	History.....	Scrounge	Torture
Biology.....	Seduction.....	Track/Evade
Botany	Instruction.....	Shuttle Pilot.....	Trade & Comm....
Bribery.....	Interrogation.....	Shuttle Sys Tech...	Transporter Op...
Burglary	Intimidate.....	Sm Equip Tech	Transporter Tech..
Carousing	Lang.....	Sm Unit Tactics ..	Trivia.....
Chemistry.....	Sports.....
Combat H-T-H.....	Law.....	Variable-G Op ..
Marks, Modern.....	ST Cloaking Proc...	Vehicle Op.....
.....Armed.....	Leadership	ST Cloaking Tech...
.....Archaic.....	Life Support Tech.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Computer Op.....	Materials Science..	ST Comm Proc.....	Zoology.....
Computer Tech.....	Mechanics.....	ST Comm Tech
Culture.....	Medicine	ST Engineering
.....	ST Helm.....
Damage Ctrl Proc.....	Meteorology.....	ST Navigation.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Security.....

1

2

3

4

5

6

7

8

9

10

11

12

13

UNCONSCIOUS SAVES

NATURAL

CURRENT

@ 1/2 END: SAVE @
((END/2 rd)-(END/10 rd))

@ 1/4 END: SAVE @
((END/4 rd)-(END/10 rd))

@ 1/10 END: UNC @
((END/10 rd)-(END/20 rd))

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE

H-T-H SKILL BONUS +

TOTAL =

WEAPON DAMAGE

STR BONUS +

SKILL BONUS +

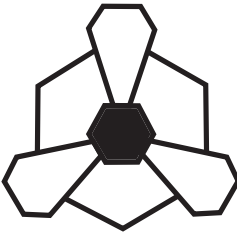
TOTAL =

LUC POOL

NATURAL

PSI VECTOR

((INT+CHA+PSI)/3) RD







TO-HIT TABLE

((SKILL + DEX)/2=TOHIT DAMAGE)






Modern	PER SETTING
H-T-H	












ACTION POINT TABLE

 = OPPORTUNITY ACTION

POSITION	CHANGE
 Turn in Place	1
Stand-to-Sit (reverse)	1
 Stand-to-Kneel (reverse)	1
 Kneel-to-Prone (reverse)	1

MOVEMENT	
Walk 1sq	Orthogonal 1 Diagonal 1.5
Evade 1sq	Orthogonal 2 Diagonal 3
Crawl 1sq	Orthogonal 2 Diagonal 3
Run for Full Turn	1/2 all AP
Climb Stairs/Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP

EQUIPMENT/WEAPON USAGE	
 Short Communication	1
Draw and Ready Device	2
 Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
 Quick Draw and Fire	3
 Fire Ready Weapon	1
 Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2

COMBAT/EVASION	
 Attack	min. 3
 Parry/Defend	min. 2
 Dodge	min. 3
 Duck Thrown Weapon	2
 Hide in Same Square	1
 Hide in Adjacent Square	4
 Roll Sideways	2
 Drop-to-Ready	1
 Drop-to-Prone	0
 Dive-to-Prone	2
 Dive Roll	4
Flying Tackle	min. 4

TERRAIN MULTIPLIERS	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x-4x AP

TO-HIT MODIFIERS

TARGET MODIFIERS	DIE MOD
RANGE	
Point Blank	- 15
Short	0
Medium	+ 15
Long	+30
Extreme	+45
Size	
Specific Location	+ 15
Very Small	+30
Small	+ 15
Man-size	0
Large	- 15
Position	
Standing	0
Crouched	+05
Prone	- 10
Concealment	
< 1/3	0
1/3 - 2/3	+ 10
2/3+	+30 or more
Movement	
Stationary	- 15
Moving	0
Running	+05

Attacker Modifiers	
Aim	
Aimed Shot	- 25
Snapshot	0
Quick Draw/Shoot	+ 25
Wrong Hand	+20
Simultaneous Attacks	+ 10 each
Movement	
Stationary	0
Moving	+05
Running	+ 15
Evading	+30

ROMULAN DATABANK

PRAETOR'S INFONET PERSONNEL FILES

NAME	AGE	STR	<u>TOP SKILLS</u> 1. 2. 3. 4. 5.
POB	SEX	END	
SPECIALTY	HT	INT	
RANK/TITLE	WT	DEX	
CURRENT ASSIGNMENT	HAIR	CHA	
	EYES	COOL	
	D.O.B.	LUC	
		PSI	

SERVICE RECORD

HONORS AND TRIUMPHS

ASSIGNMENTS

CADET

TERM 1

TERM 2

TERM 3

TERM 4

TERM 5

TERM 6

TERM 7

TERM 8

TERM 9

TERM 10

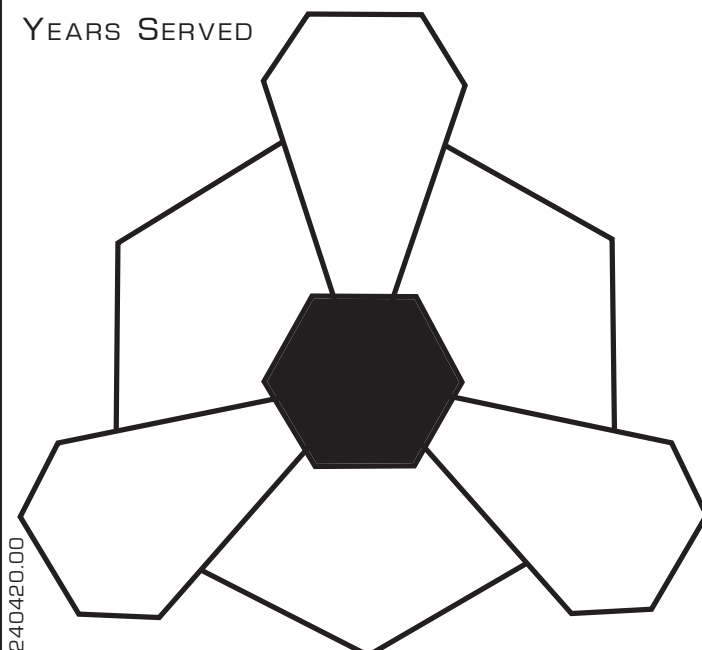
TERM 11

TERM 12

TERM 13

TERM 14

YEARS SERVED



240420.00

Personal Notes and Lifepath

Areas of Improvement

Skills

Attribute

- 1.
- 2.
- 3.

3.

Awards and Honors

Siblings	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lu/Hr	A / P / E

Cadet

Term

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

[illegible]

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Directions

GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

[illegible]

Administration.....	Demolitions	Oceanography.....	ST Weapons Op
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Wpns Tech
.....	Ecology.....	Philosophy.....	Stealth/Hide
Appraisal.....	Electronics	Streetwise
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych.....	Survival.....
.....	Gaming.....
Art.....	Gambling.....	Scrounge	Torture
.....	Geology.....	Seduction.....	Track/Evade
Astron/Astrophys.....	History.....	Shuttle Pilot.....	Trade & Comm....
Biology.....	Shuttle Sys Tech...	Transporter Op...
Botany	Instruction.....	Sm Equip Tech	Transporter Tech.....
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary	Intimidate.....	Sports.....
Carousing	Lang.....	Variable-G Op
Chemistry.....	ST Cloaking Proc	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...
Marks, Modern.....	ST Cbt Tac/Str.....	Warp Drive Tech
Armed.....	Leadership	ST Comm Proc.....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech
Computer Op.....	Materials Science.....	ST Engineering
Computer Tech.....	Mechanics.....	ST Helm
Culture.....	Medicine.....	ST Navigation.....
.....	ST Security.....
Damage Ctrl Proc.....	Meteorology.....	ST Sensors.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND	FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR	
		CURRENT					((INT+CHA+PSI)/3) RD	
		SAVE (END 1/2 rd)	ATTRIBUTE FATIGUE EFFECTS					
		SAVE (END 1/4 rd)	BARE HAND DAMAGE _____					
UNC (END 1/10 rd)	H-T-H SKILL BONUS + _____							
	TOTAL = _____							
WEAPON DAMAGE _____								
STR BONUS + _____								
SKILL BONUS + _____								
TOTAL = _____								
1								
2								
3								
4								
5								
6								
7		ACTION POINT TABLE ⚡=OPPORTUNITY ACTION						
8		POSITION CHANGE						
9		⚡ Turn in Place 1						
10		Stand-to-Sit (reverse) 1						
11		⚡ Stand-to-Kneel (reverse) 1						
12		⚡ Kneel-to-Prone (reverse) 1						
13		MOVEMENT						
14		Walk 1sq Orthogonal 1						
15		Diagonal 1.5						
16		Evade 1sq Orthogonal 2						
		Diagonal 3						
		Crawl 1sq Orthogonal 2						
		Diagonal 3						
		Run for Full Turn 1/2 all AP						
		Climb Stairs/Ladder 2x AP						
		Climb Rope 3x AP						
		Swim 2x AP						
		EQUIPMENT/WEAPON USAGE						
		⚡ Short Communication 1						
		Draw and Ready Device 2						
		⚡ Operate Familiar Device 2						
		Draw and Ready Weapon 2						
		Aim Weapon 2						
		⚡ Quick Draw and Fire 3						
		⚡ Fire Ready Weapon 1						
		⚡ Throw Ready Weapon 1						
		Adjust Weapon Settings 2						
		Reload Weapon 2						
		COMBAT/EVASION						
		⚡ Attack min. 3						
		⚡ Parry/Defend min. 2						
		⚡ Dodge min. 3						
		⚡ Duck Thrown Weapon 2						
		⚡ Hide in Same Square 1						
		⚡ Hide in Adjacent Square 4						
		⚡ Roll Sideways 2						
		⚡ Drop-to-Ready 1						
		⚡ Drop-to-Prone 0						
		⚡ Dive-to-Prone 2						
		⚡ Dive Roll 4						
		Flying Tackle min. 4						
		TERRAIN MULTIPLIERS						
		Clear, Road or Path 1x AP						
		Hills, Light Vegetation 2x AP						
		Swampy, Rocky, Hvy Veg 3x AP						
		Cliffs, Rough Terrain 2x-4x AP						

TO-HIT TABLE		
(SKILL + DEX)/2=TOHIT DAMAGE		
Modern	PER SETTING	
H-T-H		

DATABANK

INFONET PUBLIC PERSONNEL RECORDS

NAME SPECIES POB BRANCH RANK CURRENT ASSIGNMENT	AGE SEX HT WT HAIR EYES D.O.B.	STR END INT DEX CHA COOL LUC PSI	<u>TOP SKILLS</u> 1. 2. 3. 4. 5. <div style="display: flex; justify-content: space-between;"> <div>Dept Y/ Head N</div> <div>Cmd Y/ School N</div> </div> Contact Team Y/ Certified? N
--	--	---	--

RECORD

LAUDATIONS

ASSIGNMENTS

_____ YEARS SERVED

PRETERM
TERM 1
TERM 2
TERM 3
TERM 4
TERM 5
TERM 6
TERM 7
TERM 8
TERM 9
TERM 10
TERM 11
TERM 12
TERM 13
TERM 14

240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

[illegible]

Administration.....	Demolitions	Oceanography.....	ST Weapons Op
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Wpns Tech
.....	Ecology.....	Philosophy.....	Stealth/Hide
Appraisal.....	Electronics	Streetwise
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych	Survival
.....	Gaming.....
Art.....	Gambling.....	Scrounge	Torture
.....	Geology.....	Seduction.....	Track/Evade
Astron/Astrophys.....	History.....	Shuttle Pilot.....	Trade & Comm....
Biology.....	Shuttle Sys Tech...	Transporter Op...
Botany	Instruction.....	Sm Equip Tech	Transporter Tech.....
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary	Intimidate.....	Sports.....
Carousing	Lang.....	Variable-G Op
Chemistry.....	ST Cloaking Proc	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...
Marks, Modern.....	ST Cbt Tac/Str.....	Warp Drive Tech
Armed.....	Leadership	ST Comm Proc.....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech
Computer Op.....	Materials Science.....	ST Engineering
Computer Tech.....	Mechanics.....	ST Helm
Culture.....	Medicine	ST Navigation.....
.....	ST Security.....
Damage Ctrl Proc.....	Meteorology.....	ST Sensors.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND	FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR	
		CURRENT					((INT+CHA+PSI)/3) RD	
		SAVE (END 1/2 rd)	ATTRIBUTE FATIGUE EFFECTS					
		SAVE (END 1/4 rd)	BARE HAND DAMAGE _____					
UNC (END 1/10 rd)	H-T-H SKILL BONUS + _____							
TOTAL = _____				TO-HIT TABLE				
				(SKILL + DEX)/2=TOHIT DAMAGE				
WEAPON DAMAGE _____				Modern _____ PER SETTING				
STR BONUS + _____				H-T-H _____				
SKILL BONUS + _____				_____				
TOTAL = _____				_____				

</								

DATABANK

INFONET PUBLIC PERSONNEL RECORDS

NAME SPECIES POB BRANCH RANK CURRENT ASSIGNMENT	AGE SEX HT WT HAIR EYES D.O.B.	STR END INT DEX CHA COOL LUC PSI	<u>TOP SKILLS</u> 1. 2. 3. 4. 5. <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F </div>
--	--	---	--

RECORD

LAUDATIONS

ASSIGNMENTS
_____ YEARS SERVED

PRETERM
TERM 1
TERM 2
TERM 3
TERM 4
TERM 5
TERM 6
TERM 7
TERM 8
TERM 9
TERM 10
TERM 11
TERM 12
TERM 13
TERM 14

240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement

SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

240420.00

GENERIC ADVERSARY SHEET

NAME	AGE
	SEX
SPECIES	P.O.B.
	HT
CAREER	WT
	HAIR
POSITION	EYES
ASSIGNMENT	D.O.B.

[illegible]

Administration.....	Demolitions	Oceanography.....	ST Weapons Op
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Wpns Tech
.....	Ecology.....	Philosophy.....	Stealth/Hide
Appraisal.....	Electronics	Streetwise
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych.....	Survival.....
.....	Gaming.....
Art.....	Gambling.....	Scrounge	Torture
.....	Geology.....	Seduction.....	Track/Evade
Astron/Astrophys.....	History.....	Shuttle Pilot.....	Trade & Comm....
Biology.....	Shuttle Sys Tech...	Transporter Op...
Botany	Instruction.....	Sm Equip Tech	Transporter Tech.....
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary	Intimidate.....	Sports.....
Carousing	Lang.....	Variable-G Op
Chemistry.....	ST Cloaking Proc	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...
Marks, Modern.....	ST Cbt Tac/Str.....	Warp Drive Tech
Armed.....	Leadership	ST Comm Proc.....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech
Computer Op.....	Materials Science.....	ST Engineering
Computer Tech.....	Mechanics.....	ST Helm
Culture.....	Medicine.....	ST Navigation.....
.....	ST Security.....
Damage Ctrl Proc.....	Meteorology.....	ST Sensors.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND	FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR	
		CURRENT					((INT+CHA+PSI)/3) RD	
		SAVE (END 1/2 rd)	ATTRIBUTE FATIGUE EFFECTS					
		SAVE (END 1/4 rd)	BARE HAND DAMAGE _____					
UNC (END 1/10 rd)	H-T-H SKILL BONUS + _____							
	TOTAL = _____							
WEAPON DAMAGE _____								
STR BONUS + _____								
SKILL BONUS + _____								
TOTAL = _____								
1								
2								
3								
4								
5								
6								
7		ACTION POINT TABLE ⚡=OPPORTUNITY ACTION						
8		POSITION CHANGE						
9		⚡ Turn in Place 1						
10		Stand-to-Sit (reverse) 1						
11		⚡ Stand-to-Kneel (reverse) 1						
12		⚡ Kneel-to-Prone (reverse) 1						
13		MOVEMENT						
14		Walk 1sq Orthogonal 1						
15		Diagonal 1.5						
16		Evade 1sq Orthogonal 2						
		Diagonal 3						
		Crawl 1sq Orthogonal 2						
		Diagonal 3						
		Run for Full Turn 1/2 all AP						
		Climb Stairs/Ladder 2x AP						
		Climb Rope 3x AP						
		Swim 2x AP						
		EQUIPMENT/WEAPON USAGE						
		⚡ Short Communication 1						
		Draw and Ready Device 2						
		⚡ Operate Familiar Device 2						
		Draw and Ready Weapon 2						
		Aim Weapon 2						
		⚡ Quick Draw and Fire 3						
		⚡ Fire Ready Weapon 1						
		⚡ Throw Ready Weapon 1						
		Adjust Weapon Settings 2						
		Reload Weapon 2						
		COMBAT/EVASION						
		⚡ Attack min. 3						
		⚡ Parry/Defend min. 2						
		⚡ Dodge min. 3						
		⚡ Duck Thrown Weapon 2						
		⚡ Hide in Same Square 1						
		⚡ Hide in Adjacent Square 4						
		⚡ Roll Sideways 2						
		⚡ Drop-to-Ready 1						
		⚡ Drop-to-Prone 0						
		⚡ Dive-to-Prone 2						
		⚡ Dive Roll 4						
		Flying Tackle min. 4						
		TERRAIN MULTIPLIERS						
		Clear, Road or Path 1x AP						
		Hills, Light Vegetation 2x AP						
		Swampy, Rocky, Hvy Veg 3x AP						
		Cliffs, Rough Terrain 2x-4x AP						
TO-HIT TABLE								
(SKILL + DEX)/2=TOHIT DAMAGE								
Modern _____ PER SETTING								
H-T-H _____								

DATABANK

INFONET PUBLIC PERSONNEL RECORDS

NAME SPECIES POB BRANCH RANK CURRENT ASSIGNMENT	AGE SEX HT WT HAIR EYES D.O.B.	STR END INT DEX CHA COOL LUC PSI	<u>TOP SKILLS</u> 1. 2. 3. 4. 5. <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F </div>
--	--	---	---

RECORD

LAUDATIONS

ASSIGNMENTS

_____ YEARS SERVED

PRETERM
TERM 1
TERM 2
TERM 3
TERM 4
TERM 5
TERM 6
TERM 7
TERM 8
TERM 9
TERM 10
TERM 11
TERM 12
TERM 13
TERM 14

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement
SkillsAttribute

- 1.
- 2.
- 3.

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
8
9
10

240420.00

GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

Notes															
1st															
2nd															
3rd															
4th															
5th															
6th															
7th															
8th															
9th															
10th															
11th															
12th															
13th															
14th															
15th															
16th															
17th															
													CREDITS		
STR		END		INT		DEX		CHA		COOL		LUC		PSI	
FOOLIES [(CHA+COOL)/2] round down				PERCEPTION [(INT+LUC)/2] round down				FOCUS [(INT+COOL)/2] round down				PERSEVERANCE [(END+LUC)/2] round down			

Administration.....	Demolitions	Oceanography.....	ST Weapons Op
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Wpns Tech
.....	Ecology.....	Philosophy	Stealth/Hide
Appraisal.....	Electronics	Streetwise
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych	Survival.....
.....	Gaming.....
Art.....	Gambling.....	Scrounge	Torture
.....	Geology.....	Seduction.....	Track/Evade
Astron/Astrophys.	History.....	Shuttle Pilot.....	Trade & Comm....
Biology	Shuttle Sys Tech... ..	Transporter Op ...
Botany	Instruction.....	Sm Equip Tech	Transporter Tech.
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary	Intimidate.....	Sports.....
Carousing.....	Lang.....	Variable-G Op
Chemistry.....	ST Cloaking Proc ..	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...
Marks, Modern.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Armed.....	Leadership	ST Comm Proc.....	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech
Computer Op.....	Materials Science.. ..	ST Engineering
Computer Tech.....	Mechanics.....	ST Helm
Culture.....	Medicine	ST Navigation.....
.....	ST Security.....
Damage Ctrl Proc.. ..	Meteorology.....	ST Sensors.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND			FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS						((INT+CHA+PSI)/3) RD	
SAVE (END 1/2 rd)										
SAVE (END 1/4 rd)	BARE HAND DAMAGE _____									
UNC (END 1/10 rd)	H-T-H SKILL BONUS + _____									
	TOTAL = _____									
		WEAPON DAMAGE _____								
		STR BONUS + _____								
		SKILL BONUS + _____								
		TOTAL = _____								
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										

ACTION POINT TABLE ⚡=OPPORTUNITY ACTION

POSITION CHANGE		
⚡ Turn in Place		1
Stand-to-Sit (reverse)		1
⚡ Stand-to-Kneel (reverse)		1
⚡ Kneel-to-Prone (reverse)		1
MOVEMENT		
Walk 1sq Orthogonal		1
Diagonal		1.5
Evade 1sq Orthogonal		2
Diagonal		3
Crawl 1sq Orthogonal		2
Diagonal		3
Run for Full Turn		1/2 all AP
Climb Stairs/Ladder		2x AP
Climb Rope		3x AP
Swim		2x AP
EQUIPMENT / WEAPON USAGE		
⚡ Short Communication		1
Draw and Ready Device		2
⚡ Operate Familiar Device		2
Draw and Ready Weapon		2
Aim Weapon		2
⚡ Quick Draw and Fire		3
⚡ Fire Ready Weapon		1
⚡ Throw Ready Weapon		1
Adjust Weapon Settings		2
Reload Weapon		2
COMBAT / EVASION		
⚡ Attack	min. 3	
⚡ Parry/Defend	min. 2	
⚡ Dodge	min. 3	
⚡ Duck Thrown Weapon	2	
⚡ Hide in Same Square	1	
⚡ Hide in Adjacent Square	4	
⚡ Roll Sideways	2	
⚡ Drop-to-Ready	1	
⚡ Drop-to-Prone	0	
⚡ Dive-to-Prone	2	
⚡ Dive Roll	4	
Flying Tackle	min. 4	
TERRAIN MULTIPLIERS		
Clear, Road or Path	1x AP	
Hills, Light Vegetation	2x AP	
Swampy, Rocky, Hvy Veg	3x AP	
Cliffs, Rough Terrain	2x-4x AP	

TO-HIT TABLE

(SKILL + DEX)/2=TOHIT DAMAGE

Modern	PER SETTING
H-T-H	

DATABANK

INFONET PUBLIC PERSONNEL RECORDS

NAME SPECIES POB BRANCH RANK CURRENT ASSIGNMENT	AGE SEX HT WT HAIR EYES D.O.B.	STR END INT DEX CHA COOL LUC PSI	<u>TOP SKILLS</u> 1. 2. 3. 4. 5. <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team Certified? <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F </div>
--	--	---	--

RECORD

LAUDATIONS

ASSIGNMENTS
_____ YEARS SERVED

PRETERM
TERM 1
TERM 2
TERM 3
TERM 4
TERM 5
TERM 6
TERM 7
TERM 8
TERM 9
TERM 10
TERM 11
TERM 12
TERM 13
TERM 14

240420.00

Name

Homeworld

Childhood

Family

Parents

Siblings

	Living	Age	Feelings	Standing
1	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
2	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
3	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
4	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
5	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
6	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Ds/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy

Cadet

Term 1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Directions

Personal Notes and Lifepath

Areas of Improvement
SkillsAttribute

1.
2.
3.

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
8
9
10

240420.00

GENERIC ADVERSARY SHEET

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
	EYES
ASSIGNMENT	D.O.B.

[illegible]

Administration.....	Demolitions	Oceanography.....	ST Weapons Op
Anthrop.....	Disguise.....	Pers Wpn Tech	ST Wpns Tech
.....	Ecology.....	Philosophy.....	Stealth/Hide
Appraisal.....	Electronics	Streetwise
.....	Enviosuit Op.....	Physics.....	Surveillance.....
Archaeo.....	Forgery.....	Psych.....	Survival.....
.....	Gaming.....
Art.....	Gambling.....	Scrounge	Torture
.....	Geology.....	Seduction.....	Track/Evade
Astron/Astrophys.	History.....	Shuttle Pilot.....	Trade & Comm....
Biology	Shuttle Sys Tech... ..	Transporter Op ...
Botany	Instruction.....	Sm Equip Tech	Transporter Tech.
Bribery.....	Interrogation.....	Sm Unit Tactics....	Trivia.....
Burglary	Intimidate.....	Sports.....
Carousing.....	Lang.....	Variable-G Op
Chemistry.....	ST Cloaking Proc ..	Vehicle Op.....
Combat H-T-H.....	Law.....	ST Cloaking Tech...
Marks, Modern.....	ST Cbt Tac/Str.....	Warp Drive Tech ..
Armed.....	Leadership	ST Comm Proc	Zoology.....
Archaic.....	Life Support Tech.....	ST Comm Tech
Computer Op.....	Materials Science.. ..	ST Engineering
Computer Tech.....	Mechanics.....	ST Helm
Culture.....	Medicine	ST Navigation.....
.....	ST Security.....
Damage Ctrl Proc.. ..	Meteorology.....	ST Sensors.....
Def Shield Tech.....	Negot/Diplomacy.....	ST Services

ACTION POINTS	UNCONSCIOUS SCAVES	NATURAL	WOUND			FATIGUE	STUN	LUC POOL NATURAL	PSI VECTOR	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS						((INT+CHA+PSI)/3) RD	
SAVE (END 1/2 rd)										
SAVE (END 1/4 rd)	BARE HAND DAMAGE									
UNC (END 1/10 rd)	H-T-H SKILL BONUS +									
	TOTAL =									
		WEAPON DAMAGE								
		STR BONUS +								
		SKILL BONUS +								
		TOTAL =								

TO-HIT TABLE	
(SKILL + DEX)/2=TOHIT DAMAGE	
Modern	PER SETTING
H-T-H	
	</

DATABANK

INFONET PUBLIC PERSONNEL RECORDS

NAME SPECIES POB BRANCH RANK CURRENT ASSIGNMENT	AGE SEX HT WT HAIR EYES D.O.B.	STR END INT DEX CHA COOL LUC PSI	<u>TOP SKILLS</u> 1. 2. 3. 4. 5. <div style="display: flex; justify-content: space-between;"> <div>Dept Head <input type="checkbox"/> Y <input type="checkbox"/> N</div> <div>Cmd School <input type="checkbox"/> Y <input type="checkbox"/> N</div> </div> <div> Contact Team <input type="checkbox"/> Y <input type="checkbox"/> N <input type="checkbox"/> F Certified? </div>
--	--	---	---

RECORD

LAUDATIONS

ASSIGNMENTS
_____ YEARS SERVED

PRETERM
TERM 1
TERM 2
TERM 3
TERM 4
TERM 5
TERM 6
TERM 7
TERM 8
TERM 9
TERM 10
TERM 11
TERM 12
TERM 13
TERM 14

Roster

[illegible]

INTERACTIVE
CHARACTER
TIMELINE

YEAR

NAME

LEGEND

(N)PC ATTRIBUTE MATRIX

[illegible]

(N)PC ABILITIES MATRIX

[illegible]

PHYSICAL TRAINING

STR END INT DEX CHA COOL NON

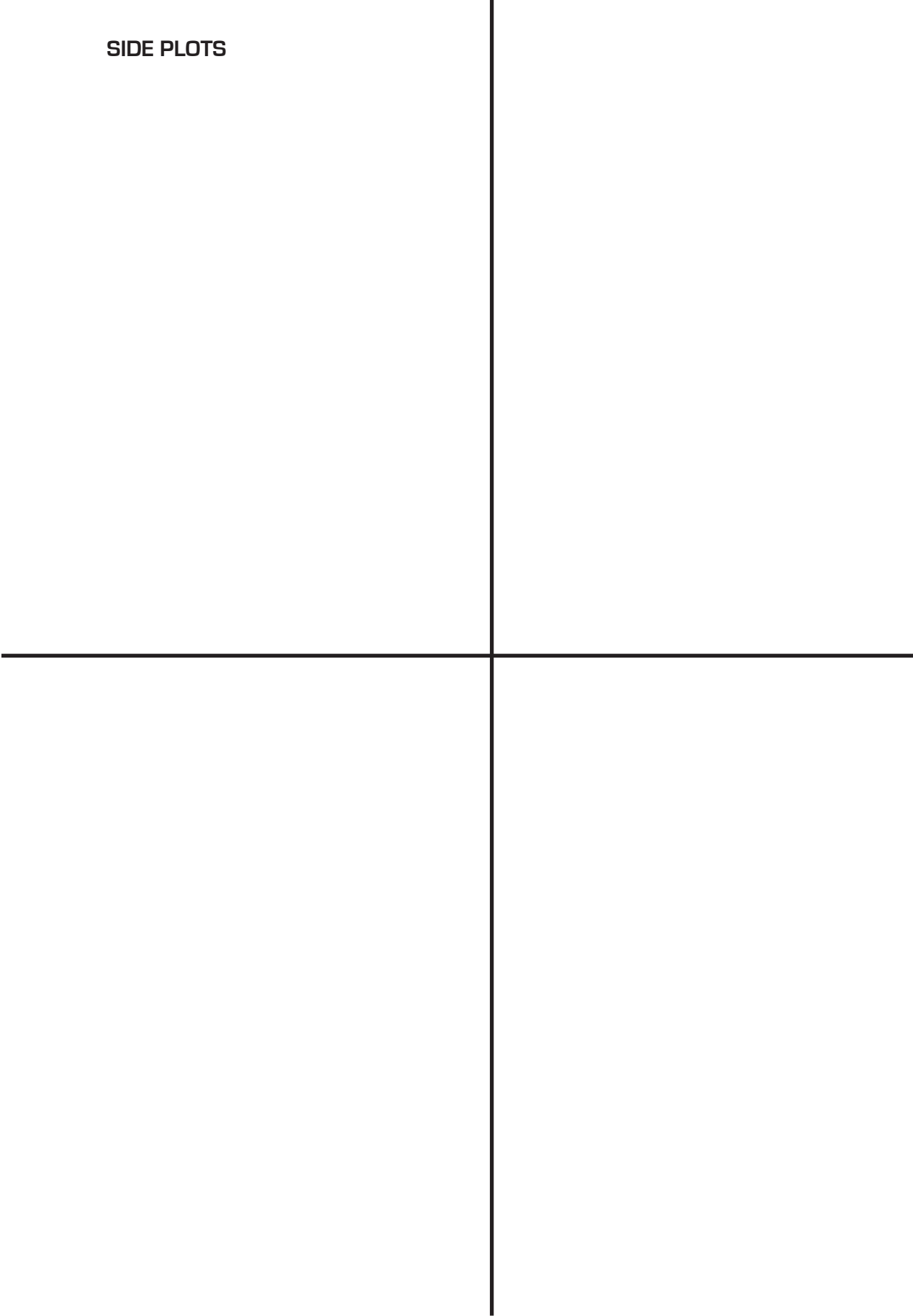
COMBAT TRAINING

ARCHAIC ARMED (SPECIFY) MODERN H - T- H

SKILL TRAINING

LIST SKILL HEADERS WITH STUDENTS UNDERNEATH

SIDE PLOTS



GM NOTES

FAMILY DRAMATICS AND LIFE PATH

MORE COMPLICATIONS

ONLY CHILD

1ST BORN

TWINS

DEAD PARENT(S)/SIB(S) & CAUSE

HATREDS AND HEROES

PAST COMPLICATIONS

Encounter Dossier

Encounter Dossier

STAR TREK: THE ROLE PLAYING GAME 40TH

NPC ROSTER ADVERSARY I



Jack Photon's 4.0TH FRUITFULNESS REVISION

STAR TREK: THE ROLE PLAYING GAME 40TH

NPC ROSTER ADVERSARY I



Jack Photon's 4.0TH FRUITFULNESS REVISION

Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

NPC Roster: Adversary I

A blank set of four sheets for each of
25 Adversaries in your campaign.

Personal Notes

Character Sheet

Back Sheet

Universal Profile

PLUS Lists, Profile and Cross-Reference Charts



"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."



Original Game System, FASA ©1983~1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2024 | ©1984~2000, 2020-2024
Permission to copy. NO permission to profit!